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ISSUE 19

MAY 1994

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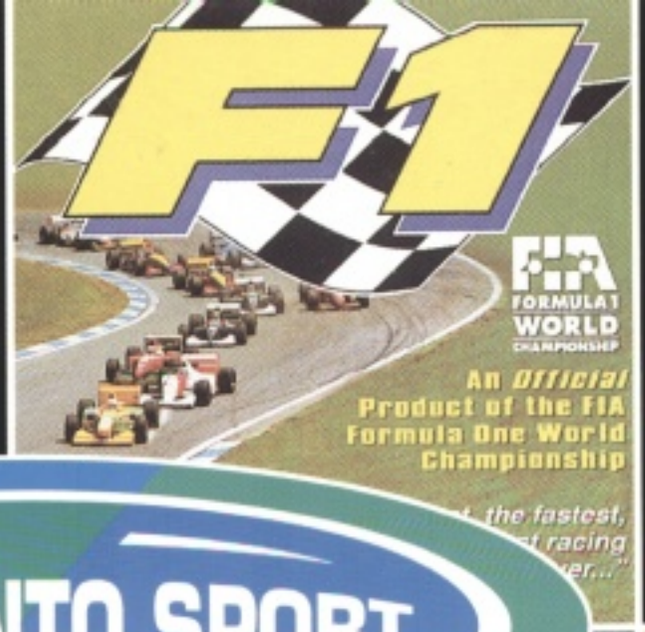

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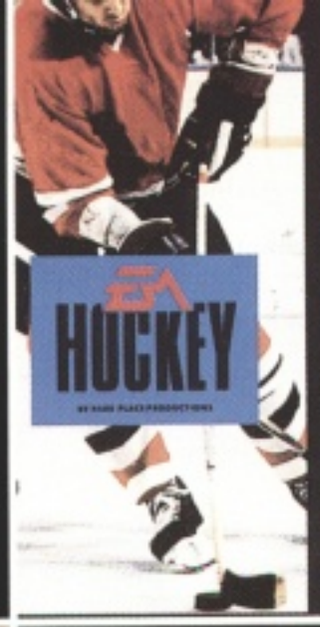

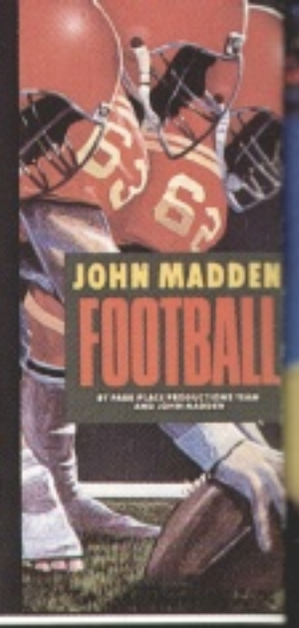

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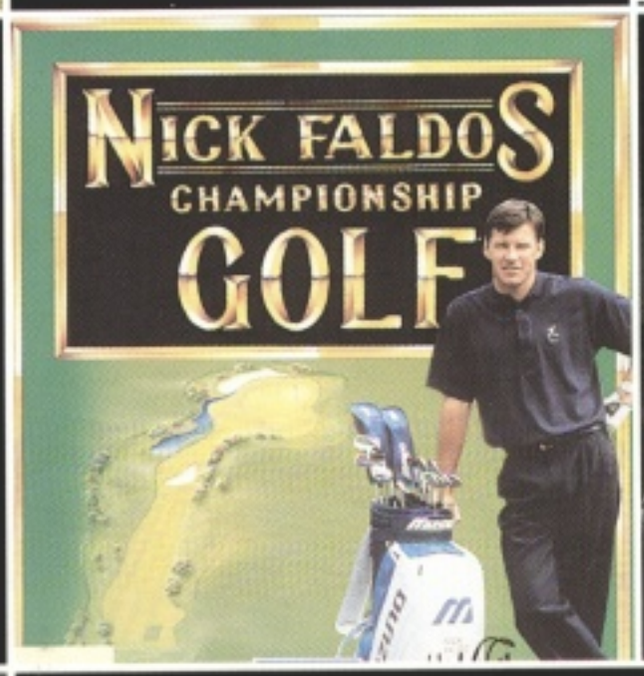

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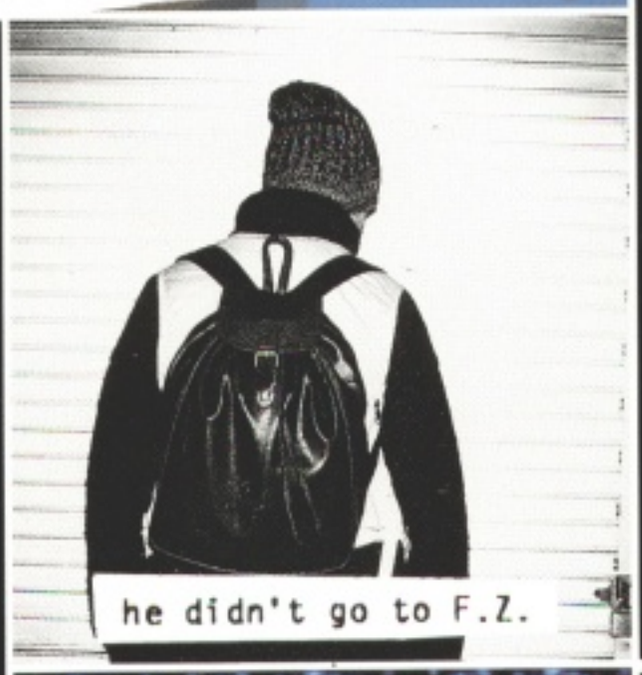
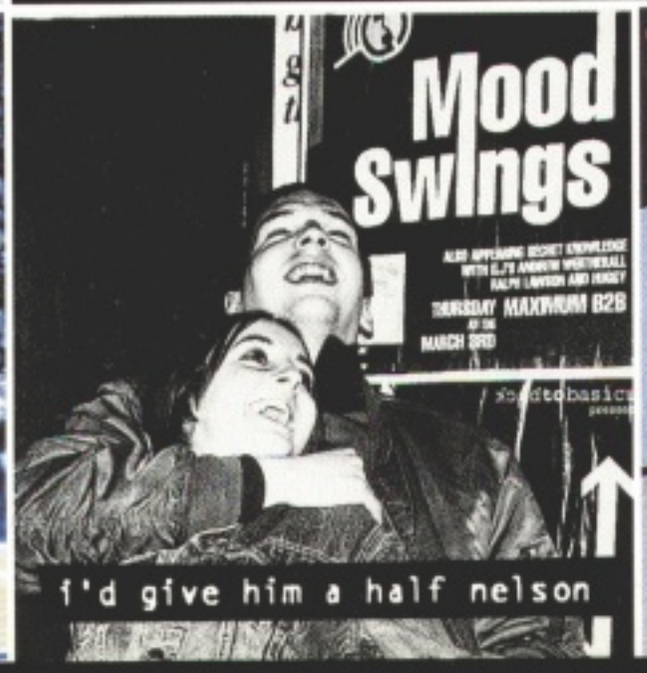
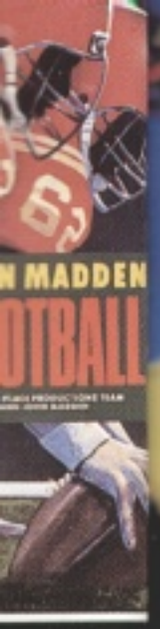


the games people play





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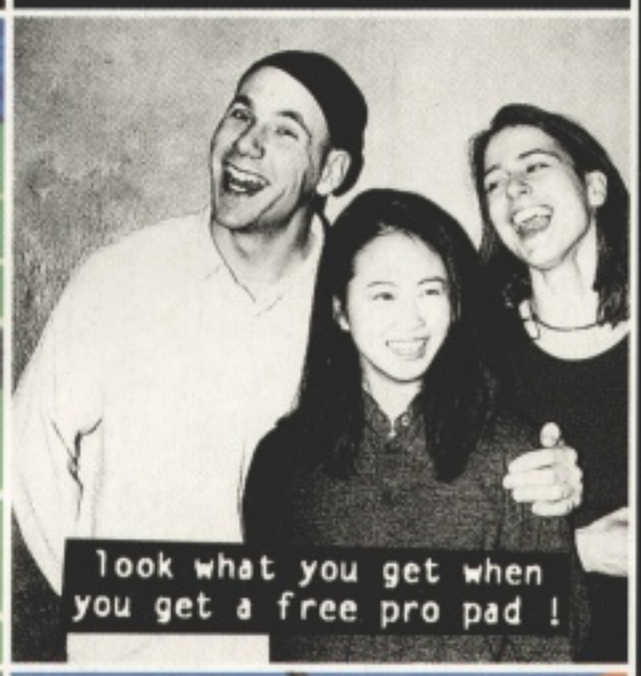

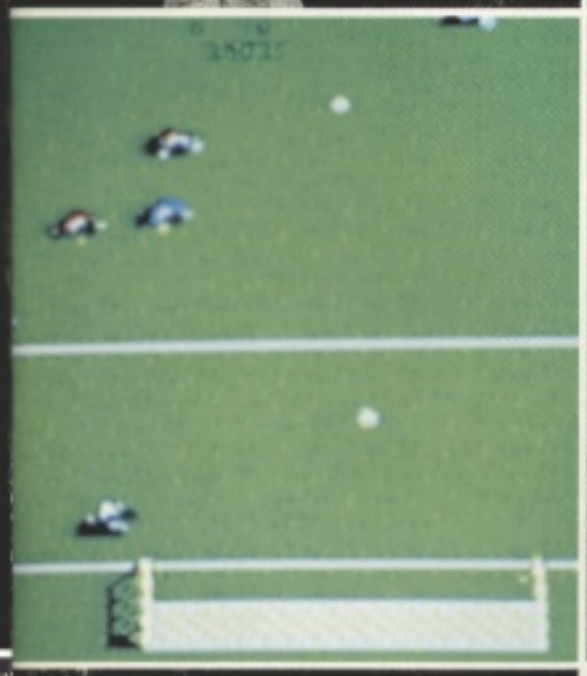

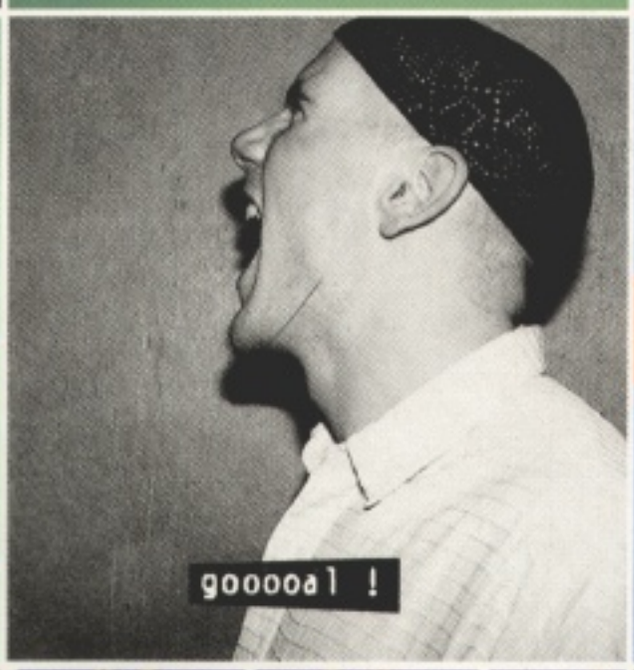

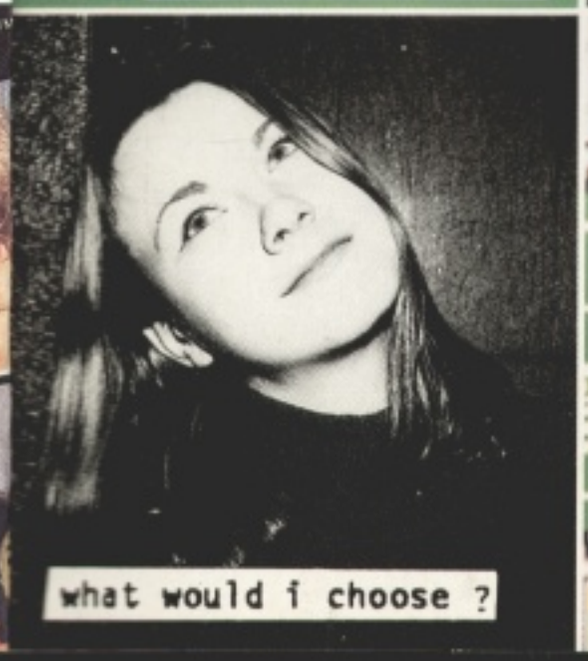

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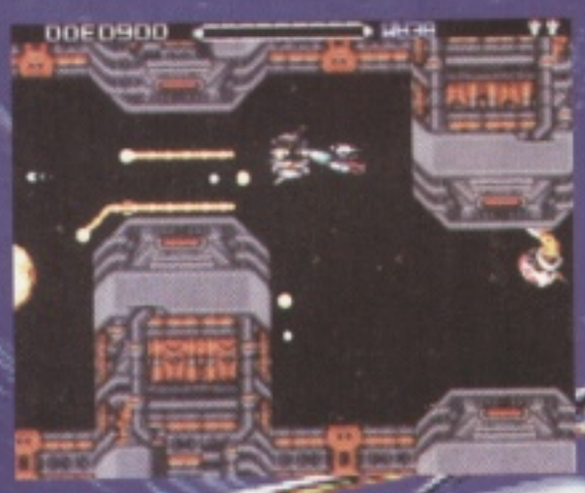

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Super PLAY

May 1994 Issue 19

Editorial & Advertising Offices:
Super Play, Future Publishing Ltd,
30 Monmouth Street, Bath BA1 2BW.
Tel: (0225) 442244 Fax: (0225) 446019

HOUSE OF ATREIDES
Editor: James Leach
Art Editor: Lisa Nicholls
Production Editor: Sue Grant
Staff Writers:
Zy Nicholson and Tony Mott
Art Assistant: Wil Overton

HOUSE OF ORDOS
Advertising Manager: Alison Morton
Advertising Executive: Louise Woods
Advertising Production: Glenda Skidmore
Advertising Design: Clair Booth

HOUSE OF HARKONNEN
Publisher: Colin the Publisher
Assistant Publisher: Jim Douglas
Circulation Manager: Jon Bickley
Managing Director: Greg Ingham

FREMEN

Editorial
Allan Brett
Jason Brookes
Dan Jevons
Helen McCarthy
Frank O'Connor
Cam Winstanley

Photography
Ford Robinson
Rob Scott

Lino & Scanning
Simon Chittenden
Mark Gover
Nick Harvey
Brian Hook
Jon Moore
Chris Stocker
Simon Windsor

Cover Artwork
Wil Overton

Artwork
Wil Overton

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All subscription enquiries to: Future Publishing Ltd, Cary Court, Somerton, Somerset TA11 6TB. Tel: (0225) 822511

Here's a little competition for those people who like to read the 'who did what' panel in magazines. Simply send us a Japanese haiku of your own devising. The winner receives a cart (so state which cart you'd like, too). The address is: *Super Play*, Future Publishing, 30 Monmouth St, Bath BA1 2BW.

Next issue on sale: Thursday, 5 May 1994

Super Play comes from the office of *MEGA* and their much-played *Reservoir Dogs* tape. Other mags we do include: *GamesMaster*, *Amiga Power*, *Total!*, *Game Zone*, *Sega Power*, *Amiga Format*, *PC Format*, *ST Format*, *Edge* and *PC Gamer*.

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'Follow the rising sun.'

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FROM THE BIG CHAIR

Our full contents listing starts just over the page

The Japanese are flattered by *Super Play*. Read what Mr Miyamoto has to say about it on page 26, if you're not convinced. Loads of copies find their way to Japan, and the feedback we're getting is very positive. Mr Masuyama, compiler of the *Japanese Video Games Guide*, recently visited our offices and took away as many copies of the mag as he could carry, to impress his video gaming friends back in Kyoto.

So our guide to the Japanese scene should go down very well there. And anyway, it's about time we found out what Nintendo are up to, and what it's like to enter their hallowed portals.

Fatal Fury 2 is massive in Japan; it continues a long line of fighting games that has survived the onslaught of *Street Fighter II* and *Mortal Kombat*. And even though it's still enough of a game to make it onto the cover this month, we're interested to find out why the Japanese love it so. Turn to page 32 to find out whether this game is the next big beat-'em-up, or whether it should be left to gather dust on a shelf in your local software shop.

Everybody seems to have an adaptor nowadays; it's a vital part of your SNES set-up, and without it you wouldn't be able to play the import games that your Super Nintendo cries out for. But there are loads of adaptors on the market and they all do different things. Read our guide on page 28 to find out which one is perfect for you.

And the completely engrossing *Legend Of The Mystical Ninja 2* gets sorted by our international team of renowned tipsters (er... Alan Brett, actually). It's the Super Player's Guide that everybody's been waiting for.

Oh, and all the newest and best games are reviewed. Of course. In fact, this month we've scoured all the continents of the globe to bring you an import bonanza. After all, this is *Super Play*.

James Leach

James Leach, Editor

INDEPENDENT SUPER NINTENDO MAGAZINE
SUPER PLAY

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REGULARS

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News consumer affairs programme looking at all that's new and best in the SNES world. Ceefax subtitles on 888.

GAMEFREAK 72
This month, Gamefreak saves a ghost-town and is rewarded by the sheriff. As he rides away, he helps some SNES owners out.

MODE 7 74
Sit-com centred on the hilarious antics of a tall young student from Glastonbury and his Nottingham-based sidekick, Allan.

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Starring Mike Read and Sarah Greene. This month there's lots to see and do at the maddest house within the area covered by the Avon and Somerset Constabulary.

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BACK ISSUES 91
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SUPERMARKET 94
Documentary about the flourishing trade in second-hand consoley things. With Lynne Faulds-Wood and John Stapleton.

NEXT MONTH 98
Laurie Pike reports from one month into the future of *Super Play*. Warning: some scenes unsuitable for baldies.

ABC: 50,504*
*Super Play's circulation – measured by the Audit Bureau of Circulation.

SUPER PLAYER'S GUIDES

LEGEND OF THE MYSTICAL NINJA 2

Allan Brett's player's guide is so good that France is considering imposing economic sanctions on everybody living in his road in Nottingham, 'to teach him a lesson,' apparently.

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ACTRAISER 2

Impressively tough and audiovisually lovely, this sequel to the first *Actraiser* has been given the Alan Brett treatment too. Now you can earn your wings the easy way – as long as you don't fly too close to the sun.

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UK & IMPORT GAME REVIEWS

UK & IMPORT GAME REVIEWS index

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MEGA-LO-MANIA

They're all mad, they've silly voices and they're planning to invade. That's roughly what's going on in *Mega-lo-Mania*.

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MAY
1994

INSIDE JAPAN

Yes, without so much as a by-your-leave, we barge into Japan and force open Nintendo's front door, before charging through their hall into their secretive (executive) lounge.

.....26

TURNING JAPANESE

You see that box there? It's full of adaptors. And we've bench tested them all, so you'll know which ones are useful to have. And boy, are some worth getting! Yes indeedy-do!

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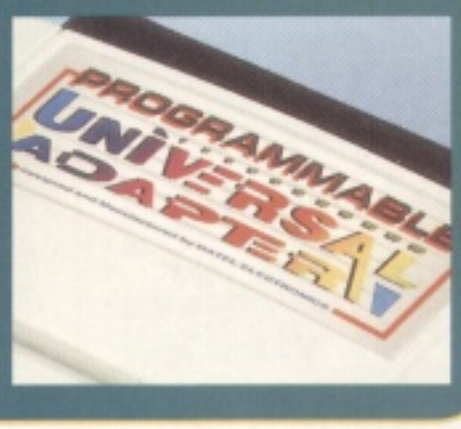

PLUS!

HELL CITY COMES FROM KYOTO
.....12

We've found somewhere which beats Tokyo in the Japanese city stakes. And we're not ashamed to spill the beans about it!

Why *do* the Japanese rate *Fatal Fury 2* so highly? Does it make the best of its enormous 20 megs of code? Is it as good as the Neo Geo original? Is it better than *Street Fighter II Turbo*? And where can you buy the video of the characters?

FATAL FURY 2

..32

SUPER CHASE HQ

Whoo! A driving game! I wonder if it will use Mode 7? No. We mustn't be uncharitable. After all, it would take us hours to program a driving game using Mode 7...

.....48

BUGS BUNNY in RABBIT RAMPAGE

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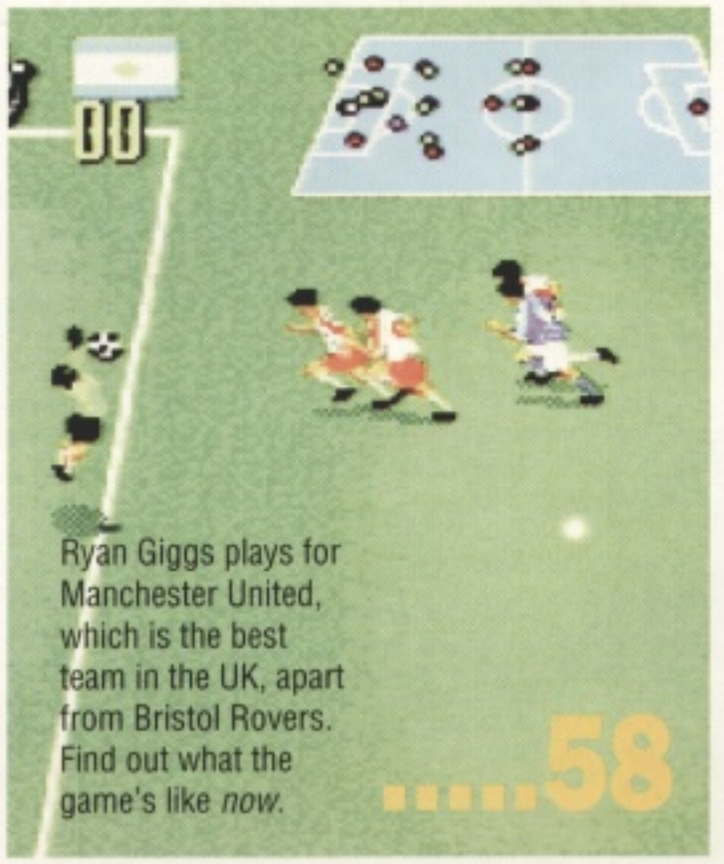
Bugs Bunny? Isn't he some sort of animated character displayed irregularly on the televisual apparatus? Or is he an American congressman? Is there a difference?

RYAN GIGGS FOOTBALL



Ryan Giggs plays for Manchester United, which is the best team in the UK, apart from Bristol Rovers. Find out what the game's like *now*.

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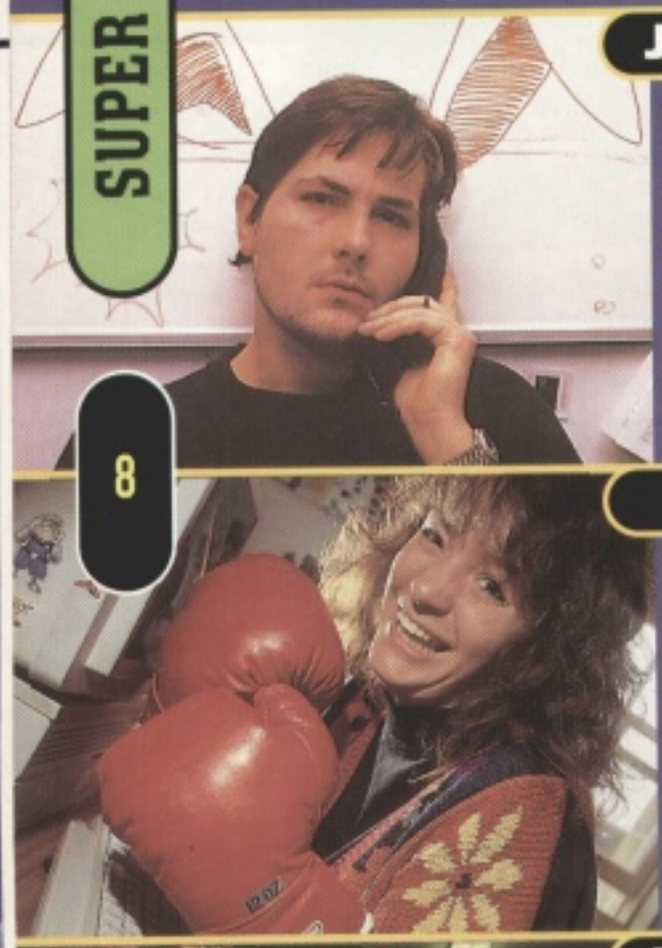
SUPER PLAY PROFILES

Super Play leaves home...



James Leach

Our old office was: A hot-bed of creativity
I had: Underwear strewn across the floor
The best thing about it was: Nobody ever bothered us
Our new office will be: Shared with *MEGA* (unfortunately)
I'm now sitting: In that underwear

Sue Grant

Our old office was: Right smack bang on a leyline
I had: Positive energy ions flowing into me
The best thing about it was: Being able to generate my own lightning
Our new office will be: Built with good Feng Shui
I'm now sitting: At the centre of the karmic universe

Zy Nicholson

Our old office was: More familiar than home to me
I had: A highly complex filing system (*A mess – the team*)
The best thing about it was: My Dead Kennedys postcards on the walls around my desk
Our new office will be: Not the same, somehow (sniff))
I'm now sitting: In a new, highly complex filing system

Tony Mott

Our old office was: A six-by-four cell
I had: To slop out the cells every morning
The best thing about it was: Being segregated from the rest of *Super Play*
Our new office will be: Patrolled by Group 4
I'm now sitting: Under the perimeter fence

Lisa Nicholls

Our old office was: Smelly
I had: A peg on my nose
The best thing about it was: Taking it off in the evenings
Our new office will be: Lightly scented and lemon fresh
I'm now sitting: As far away from James as possible

Wil Overton

Our old office was: Always full of people playing *Super Puyo Puyo*
I had: Just enough room for my cuddly SD Thunderbird 1
The best thing about it was: Godzilla left it alone
Our new office will be: 30 seconds further away
I'm now sitting: In front of Tony and behind Sue

SUPER

NEWS NETWORK SUPER NINTENDO NEW

In Super Express this month: *Super Metroid, World Cup Striker* and *Time Trax* previewed; reviews of the latest manga releases; *Super Play* visits Nintendo of Japan and talks to Shigeru Miyamoto; and loads more!

MONITOR MAN DIES

Last month we reported the launch of a universal ratings system for video games. But the system appears to be running into trouble, with Nintendo and Acclaim refusing to adopt it, and with other software companies, like Electronic Arts and Ocean, voicing doubts over whether the system is workable, especially since plans are said to be in existence of another rating system to be launched in the US.

Two immediate changes to the UK ratings system are:

- 0-10 years rating shifted to 3-10 years. This now covers the same ground as the traditional 'not suitable for children under 36 months' disclaimer.
- Monitor Man, the character who was to adorn the ratings box has been dropped, leaving just the ticks.

Anybody want some

'Back off, everybody! Back off, y'hear? One more step and the ball gets it!'
'Easy, men. He's not bluffing.'

Acclaim's hype machine was running full steam for the launch of *NBA Jam* last month – thankfully there was a decent game under it all. If that hasn't slaked your desire for hoop-smashing pyrotechnics, get ready for lots more.

Barkley: Shut Up And Jam from Accolade is the next offering to slam in your cart slot. Endorsed by NBA star Charles B himself, the action is more 'streetball' and takes place in gritty brownstone tenement courtyards. As with *NBA Jam*, the players can use 'turbo' boosts for trick shots. There's a multitap option for four-player fun, too.

The bad news is that Konami have their less-than-impressive *Hyperdunk* arcade game lined up for conversion. Still, *Tiny Toon Sports* (due out in October) could be more amusing, with Buster Bunny and co playing football and basketball on the one cart.

News on Virgin's *Jammit* is

R EXPRESS

Metroid, perhaps the first right-on game for the NES, makes it to 16-bit. But does role-reversal merely perpetuate an imbalanced gender/ power relationship?

SUPER METROID

Nintendo

Nintendo are planning great things for *Super Metroid*. The game is a semi-platformy blaster set in the year 2000. The galaxy is almost completely conquered and there's rather a lot of peace around. If you've played *Metroid*, you'll know this, but let's recap on the plot as it does link in with *Super Metroid*.

Some of the planets still harbour weird and not-necessarily-friendly lifeforms. One such is *Metroid*. This energy-sucking, gravity-defying being is loose in the galaxy, after the official government shuttle craft which captured it was attacked by pirates. These pirates (stop me if you're getting bored) took Metroid to a planet with the silly, but very classical, Greek name of Zebes. There it remains until now.

You are a bounty-hunter, Samusu Alan, who has to destroy not only the Metroid, but also the evil pirates who captured it. And the big twist is that Samusu's a girl.

In fact, things are even tougher than that; there are loads of Metroids, and you've got to blat them all. And there's a baby Metroid which latches on to Samusu Alan, thinking she's his mother, but he ends up escaping and causing massive amounts of havoc. So you're going to have your work cut out just finding and destroying this fellow. As coincidence would have it, the little chap seems to have fled to the pirate planet where *Metroid* was set. So you've got to go back and sort out the mess once more.

This time you've got bigger weapons and more equipment. The map is larger and more complicated, so you've now got an auto-map system, which keeps track of your progress. This simplifies matters, as does the automatic function which prevents you from leaving a room if you haven't collected an object which you'll need later. It's a fail-safe device to stop you getting too far and coming up against a brick wall because you haven't collected a certain object or device.

Another useful item is the X-ray scope. This shows you what's coming up in front of you. It's not that detailed, but you'll see the major hazards, passageways and dead-ends.

Oh, and you can transform yourself into a ball, apparently. The Japanese information we've got states that when you're in the 'morphing-ball position, you can shoot obliquely and fight the pirates that sent you search-light'. Make of this what you will.

Super Metroid will be out at the end of the Summer, and we'll be reviewing it as soon as it hits the streets of Japan.

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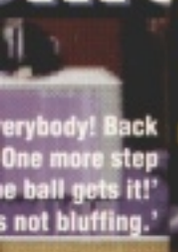

MAGIC JOHNSON?

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unclear, but we'll bring you more as we hear it. *NBA Showdown* took a rather more realistic sports-sim approach which didn't appeal to everyone, but Electronic Arts seem intent on making up for it with some more upbeat and high speed dunking fun. Watch out for a Michael Jordan license later this year. They also have a Shaq O'Neill license in the pipeline but, bizarrely, ol' Shaq wasn't keen on a sports game based around him, so... *Shaq-Fu* will be a scrolling beat-'em-up. No, that's not an April Fool.

SHOW NO MERCY

The lovely James took time out from his arting about on *PC Gamer* to model the latest line in joyboard fashion. Thanks, James.

Yes, once again those crazy Cornwall-based funsters, Mercy, have invented a strange thing. This time it's a skateboard/joypad-type arrangement. The board has been modified to make it far easier to tip it forwards and backwards, so that its rim touches the floor.

Microswitches, carefully placed along each edge of the board, act in exactly the same way as those found inside the standard joypad. You get the idea – as you play a game, you sway around dangerously on the skateboard, attempting to exert some control on the characters you're supposed to be guiding.

Much like Mercy's earlier effort – the SNES-holding sling, which was designed to make you feel part of your Super Nintendo set-up – the skateboard is supposed to give your body (and natural balance) a chance to play games, rather than simply relying on the traditional method of rapid hand-eye co-ordination which has served us very well for millions of years.

The problems seem to be (at the moment) that it's virtually impossible to move diagonally, as this would entail a variety of contortions and remarkable board skill on the part of the user.

So there are no diagonals. What about fire buttons? Well, these are supplied on a convenient, comfortable and efficient hand unit. In fact, this hand unit is a Nintendo joypad. Which means that your left thumb sits motionless on the D-pad, whilst the rest of your body rocks and jerks as you try to a) stay on the skateboard, and b) control the character on the screen.

Mercy have done it again.

FANHUNTER

You'll find no finer fanzines

By Zy Nicholson

No matter how much you love video gaming, I'll wager it's not your only interest. The Japanese might be renowned for their obsession with pop culture, but have a peep below the surface of British society and you'll find similar fan followings lurking in the depths...

Otaku

The first issue of *Otaku* kicks off with a *Ranma 1/2* bonanza. You'll find bits and pieces on the comics, on the animated TV series, and on the merchandise – if you haven't seen anything on *Ranma* yet, this might well convince you that you're missing something. There's also news, artwork and another recommendation for *Riding Bean*.

Okay, so it's all very amateur. And maybe they haven't got girlfriends. And maybe 'Grout', the Dep Ed, really is as sad as his colleagues make out. But they've got the right idea, and they've turned out a bubbly first issue. Which is what it's all about, n'est ce pas? *Otaku* editor Anthony Deluca writes most of the material for the zine himself, and his enthusiasm for the stuff is dangerously infectious. Drop £1.50 in an envelope and whack it off to him at 40 Stanley Street, Bedford MK41 7RW. *Otaku*'s intended to go bi-monthly, so write them a letter now and you can probably get it into the second issue, which is due out on 28 April.

***Otaku* includes lots of copied and 'borrowed' manga artwork to break up the text. Don't worry, we won't grass 'em up.**

BSFA

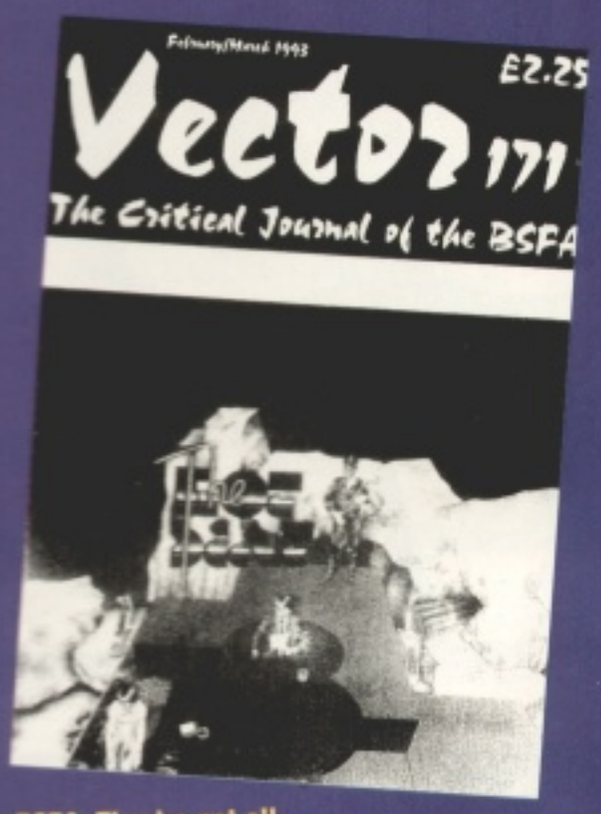
The British Science Fiction Association has been going for many years now, and is essentially an organisation run by fans, for fans. They produce three magazines – *Vector*, a critical journal, *Matrix*, a more fannish media affair, and *Focus*, a forum for budding writers. *Vector* leans towards the literary side of SF, with magazine and paperback reviews, plus interviews with famous authors. *Matrix* is rather more accessible, and features an overwhelming quantity of in-depth news and gossip, film and TV reviews, comics, conventions and fanzines. They've also covered the anime scene quite comprehensively in the past.

What's great about the BSFA is that it's so easy to get involved. They welcome letters, articles, help on the magazines and generally anything for which you'd care to volunteer. You can even go along to one of their regular London meetings, or get in touch with other fans. If you're at all interested in science fiction and fantasy then you'd do well to try it out. Oh, and you'll discover that they're not just a bunch of anoraks, either...

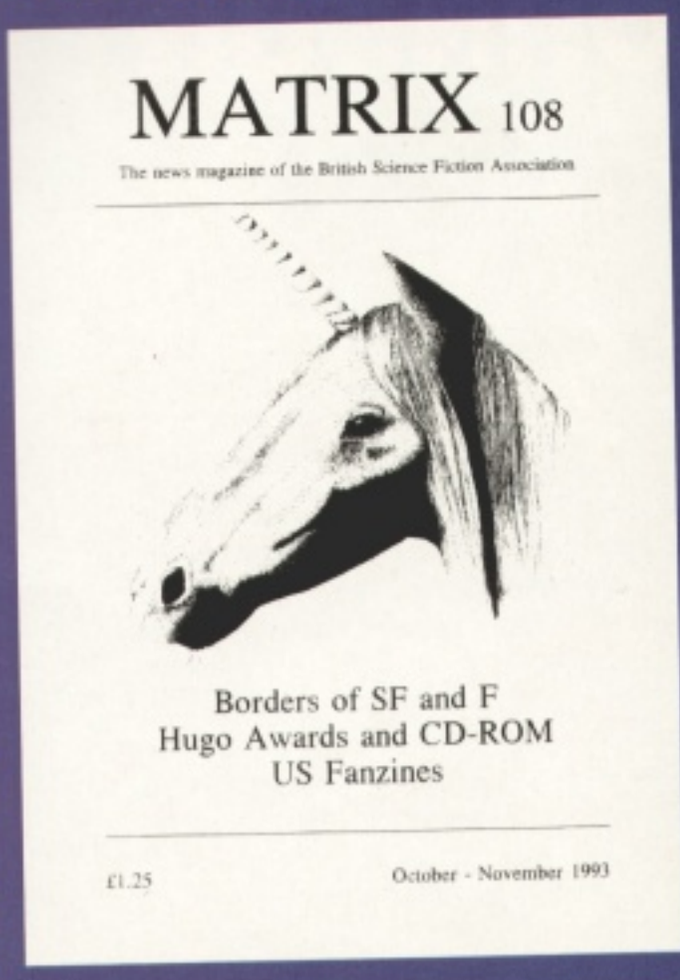
A year's subscription to the BSFA will cost you a paltry £15, for which you will be sent six bi-monthly mailing packages of Association magazines. Direct your cash or your queries to the BSFA Membership Secretary, 27 Albemarle Drive, Grove, Wantage, Oxon OX12 0BN. Cheques and postal orders should be made payable to 'The British Science Fiction Association'.

Want to see your name in *Super Play*? Then send your fanzine to us and we'll all have a good read.

Still, to paraphrase Groucho Marx – would you really want to belong to any club that would take Zy as a member? (*Oi – Zy.*)



The BSFA: They're not all Trekkies, DS9ers and Whovian beardy-weirdies. Phew, eh?



WORLD CUP STRIKER Elite

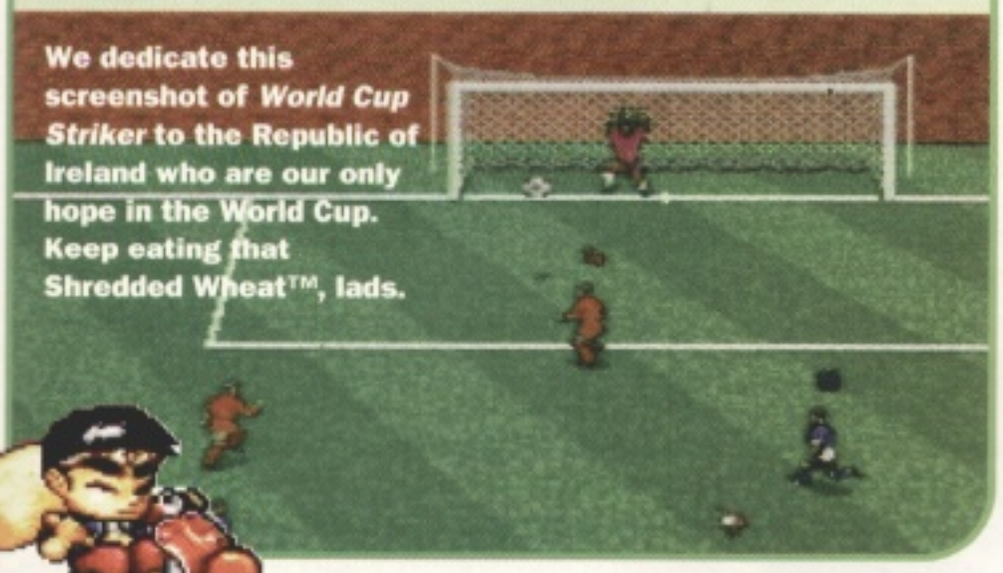
Why is everybody doing World Cup footy games at the moment? Surely the last World Cup was some four years ago? Do they think the public have got long memories or what?

Anyway, bizarre coincidence or not, *World Cup* Striker is nearly here. *Striker* sold around 250,000 units on SNES alone, which equates to two-and-a-half carts in every house in Bath (assuming nobody outside 'the City of Gold' bought it).

World Cup Striker boasts even more features. Battery back-up, a bigger (8 Mbit) cart, the option to use a Multitap (giving you provenance for up to five players) and a big penalty-taking sequence with digitised players and stuff.

Of course, you'd be out of your mind not to expect all the World Cup teams to be included (even the crap ones that didn't qualify). There are now 32 different set-piece formations to choose from, so corners need never be a bind again, nor will free kicks, throw-ins, scrums or line-outs.

World Cup Striker looks to be of immensely high quality, but as mentioned earlier, there's a mysterious increase in the number of soccer games around, leading us to wonder whether one SNES cart will be the dominant 'pack-leader'. And if so, will that game be *World Cup Striker*, priced, as it is, at £59.99? Expect some vainglorious attempt at a review next ish.



We dedicate this screenshot of *World Cup Striker* to the Republic of Ireland who are our only hope in the World Cup. Keep eating that Shredded Wheat™, lads.

Go on, Harry! Smack that unicycling Viking right in the chops. Run him over with your Vespa™, my son!

This little chap's got a bit of a problem. He's incurably violent. This is compounded by the fact that he discharges his violence in a seemingly random fashion, using a series of large blunt instruments. (*Hammers, presumably – Ed.*)

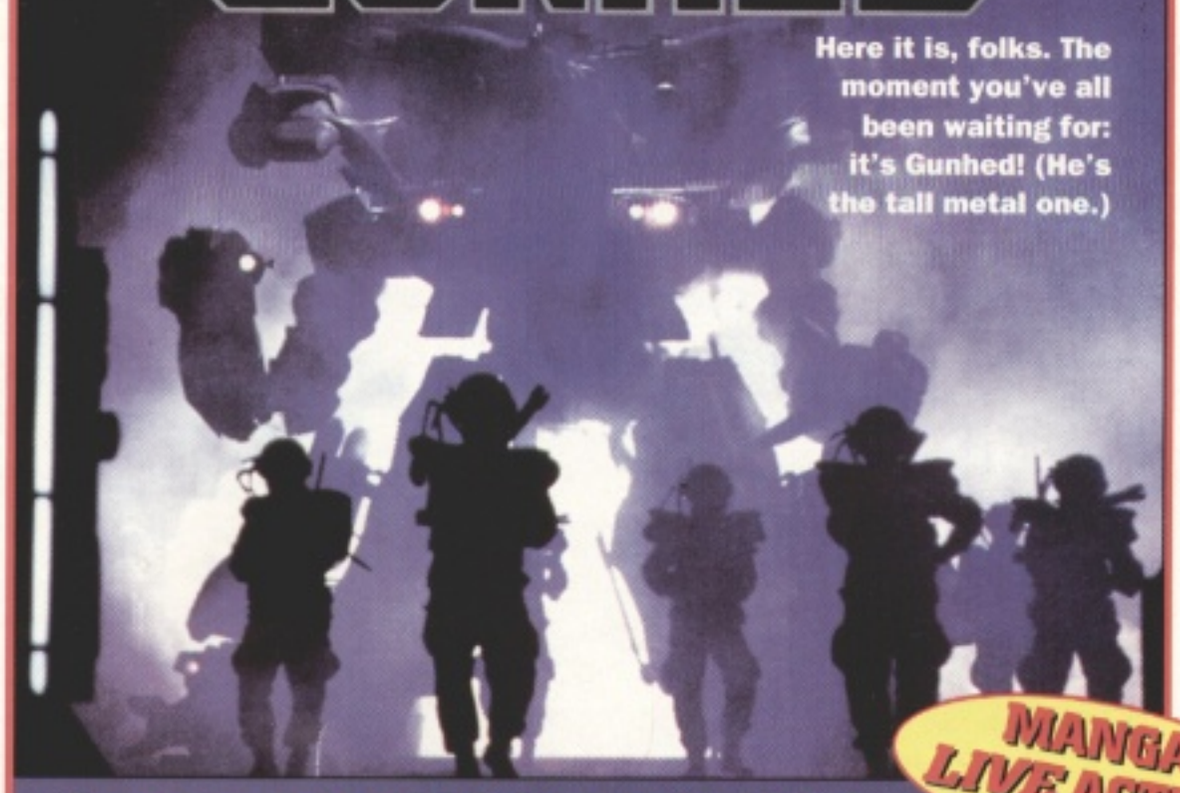
Harry's extreme rage can be traced to an incident that happens very early on in the game. His family's house is hit by a bomb, missile or some sort of out-of-control military projectile. This presumably unbalances him to the point at which he believes it necessary to punish those responsible. It's the beginning of a destructive crusader for our Hal.

And what we have as a result is a platformer in which Harry smashes in every living thing that crosses his path. How the game got past Nintendo is a complete mystery, seeing as you find yourself smacking cats off the roof with your oversized hammer.

Indeed, Harry reaches an all-time low when he beats up a large kitten. Fortunately for animal lovers (and lovers of common humanity), the kitten turns out to be a catsuit with a bloke inside. Of course, it's perfectly acceptable to smash in people, so Harry continues wielding his hammer until most of Japan lies inert, suffering concussion.

We can't wait to see what the game will be like.

GUNHED



Here it is, folks. The moment you've all been waiting for: it's Gunhed! (He's the tall metal one.)

MANGA LIVE ACTION

Forget cute, well-drawn girls and get ready for cute, real ones. And big robots as well.

MANGA

Cert 12 ● 96 mins ● £12.99

This is what will happen. In the future there will be this island called 8JO. On it will be a vast computer-controlled factory. But everything will go wrong and the massive computer controlling the plant will declare war on the rest of the world.

Pay attention to this because it *will* come true. Anyway, the forces of humanity send in a load of Gunheds to attack the island. Gunheds are completely great Transformer-type vehicles, which can trundle along on wheels or stand up and fight like men. Well, sort of robot assault suits anyway.

And, suddenly, the battle will be over. The plant will shut down and everything will go quiet. A team of techno-scavengers will appear and try and nick the vitals out of the computer, and they will be killed by a bio-droid (whatever that is).

If all this sounds a bit far-fetched, remember that it is in the future, and could conceivably happen at any time. Where were we? Oh yes; everybody dies, apart from four characters; Brooklyn (a pirate mechanic), Nim (a female Space Marine), Seven (a boy) and Eleven (a girl). They find the sole surviving Gunhed and start it up. Plenty of metallic smashings follow.

Gunhed is like a cross between *Aliens*, *Terminator* and *Tetsuo: Bodyhammer*. The effects are good and the mobile machinery element is great. What suffers is the plot, which holds water marginally worse than a sieve with a hole in it.

Still, the main reason for watching the film is that there are great bits of metal combat, and the 400-storey Mother Tower is impressive. If you're a fan of the Gundam robot style of anime, then this is certainly worth a look. In fact, it's a bit of a pity Gunhed doesn't spend more of his time on his feet, blasting away like a good 'un.

Plot understandability factor: 4.

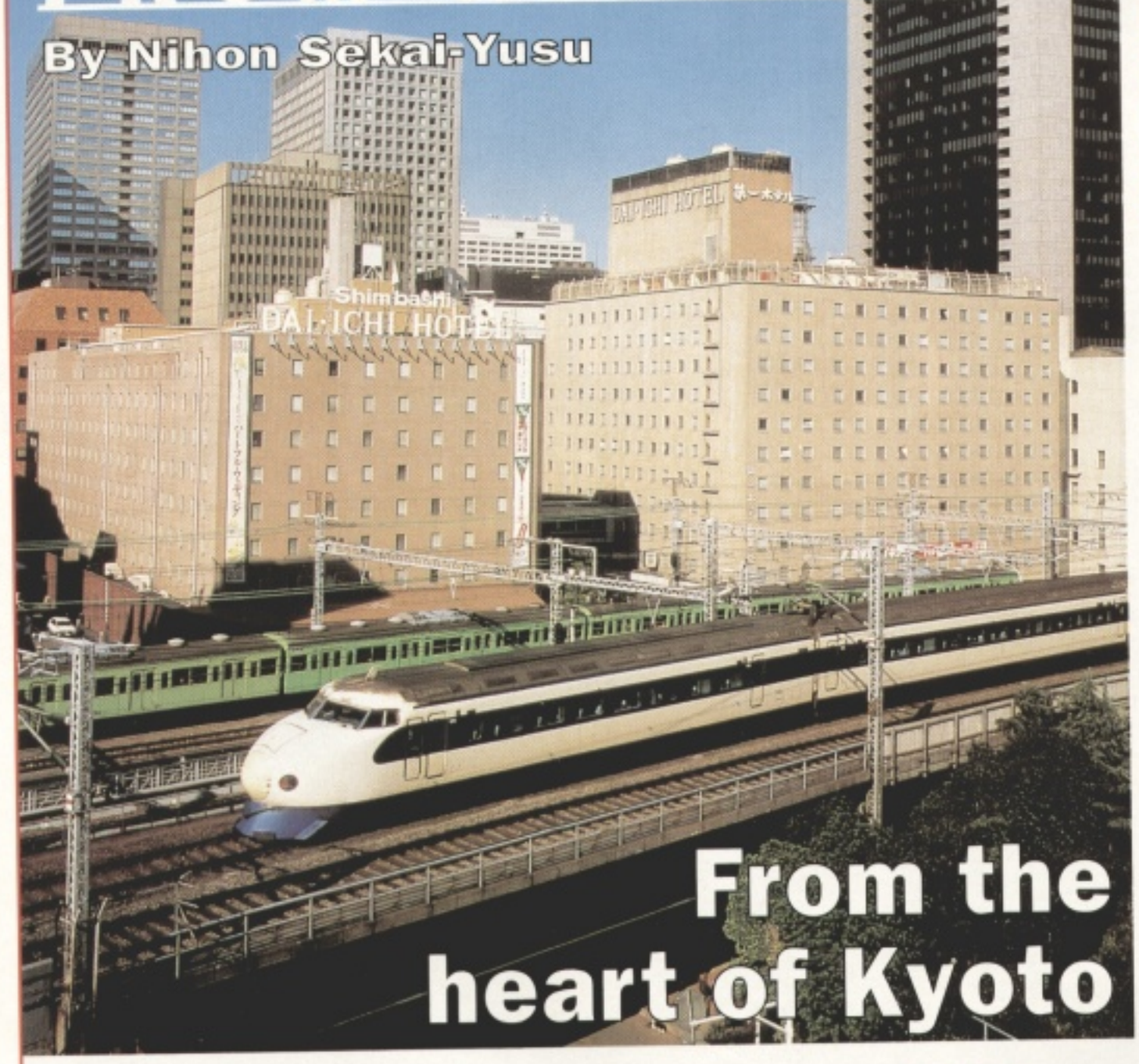
HAMMERIN' HARRY Irem

Avert your eyes if you're of a nervous disposition. Here, Harry blaps a cat off his patio. Seen this, Nintendo?

Harry took comfort in the pleasure of beating two Vikings in a hill-climb.

LIVE FROM HELL CITY

By Nihon Sekai-Yusu



From the heart of Kyoto

Tokyo grabs all the headlines, but could it be possible that Kyoto is the real gamefreak's paradise? *Super Play* heads south to investigate.

The journey from Tokyo to Kyoto takes just a shade under three hours by train. And it's well worth the trip. Board the Shinkansen (bullet train) and you'll pass by the magnificent Mount Fuji – which makes the trip worthwhile in itself. But what does Kyoto have that Tokyo doesn't? Well, for a start, it's the home of Nintendo, and to be perfectly frank, it's a much nicer place.

The people of Kyoto are friendly, relaxed and a lot more fun than their big-city counterparts. Although Kyoto sprawls out in every direction for miles and miles, it retains a small-town feel. Make it to the centre of town though, and you'll find yourself surrounded by arcades, video game shops and electronic stores. One street in particular is a gamer's paradise – a shopping area called Teramachi ends in a street called Ebisuno-Cho, and the entire place sells virtually nothing but video games.

The most impressive store is called J&P and it is four floors of video gaming heaven. Here you can buy every single Super Famicom game released in the last two years. That's an awful lot of games. The assistants are bright and friendly and almost insist that you play the games before you buy them. If you should tire of playing Super Famicom titles (as if you would), you can browse through the rest of the store checking out the very Japanese selection of machines: Sharp X68000, NEC PC 9801, or even the good old FM Towns. Actually, one of the best games in the store was being played on the Sharp X68000. It was *Street Fighter II Turbo* and it made the SNES version look tragic by comparison. Super detailed (and very large sprites) retained every single frame of animation from the coin-op. It really did look special.

Further up the street you'll find the second-hand game shops. The best, Magical Brain, has a quite unfeasible selection of used carts. You can pick up *Super Mario Kart* for a shade under a tenner, *Super Contra* for a fiver, and even relatively new games are being banged out at an amazing discount. There're at least 400 different Super Famicom games on sale, representing an amazing discovery for the hardened bargain-hunter.

The streets of Kyoto are crossed at various points by a massive river. If you can't find a bridge, the Kyoto district council has kindly provided some bizarre stepping stones to assist your progress through the city. These take the shape of giant concrete animals, like turtles and seals. You simply hop from animal to

Bright lights, big city. Some of the Japanese signs are rather gorgeous, if a bit tough to understand.

This is the NEC HQ building. Below: And this is the headquarters of Nintendo of Japan.

Right: Turtle stepping stones, as used by the population of Kyoto.

animal. When fully-grown adults use this as a method of everyday pedestrian transport, it's a sight to be seen.

The arcades are pretty impressive too. Huge, well-lit and unbelievably clean, they're packed with banks of identical machines. The wide range of cabinets seen in British and American arcades simply doesn't exist in Japan. The arcade owner chooses a brand of cabinet, usually Sega, Taito or Konami, and just slots in the appropriate game board.

Now here's the weird thing. The most popular game at the moment is *Super Street Fighter*. As you probably know, these machines can be linked, allowing a tournament to be played on up to eight different machines. In Japan the cabinets are spread throughout the arcade, so you can never tell who you're playing against. It's a very strange feeling, but it does mean you can curse and yell without upsetting your opponent.

Kyoto is a completely gorgeous city, much more appealing and certainly more fun than Tokyo. So if you ever get the chance to visit Japan, make sure you head straight for Kyoto. You'll be awfully glad you did.

GAME CITY

In the UK we have two video game shows, *Bad Influence* and *GamesMaster*. In Japan there are an awful lot more, something like 10 shows cover video games extensively. The Japanese shows are pretty bizarre, and feature high-octane presenters screaming at incredible volume about the merits of the games they showcase.

One of the more interesting shows is a late-night programme called *Game City*. It's on every Wednesday night, after midnight, so quite who watches it is a bit of a mystery. The show only covers arcade games. No consoles or computers, just coin-ops. It's presented by a team of young games players and the subject matter is treated with almost insane reverence. The hosts bring on a selection of reviewers, ranging from sporting celebrities to members of the audience.

Because it has a late-night slot, *Game City* can cover some pretty racy material – one show was entirely dedicated to the ever-increasing range of *Strip Mahjong* arcade games. These were prevalent in almost every arcade in Kyoto and some of them are pretty rude. There's even a machine for girls, which features a host of semi-naked blokes in various poses.

Game City also has challenges and competitions, mostly on fighting games, like *Street Fighter* and *World Heroes*. It's top quality stuff and the viewers can't seem to get enough. But, sadly, the UK market just isn't big or weird enough to merit a TV show dedicated to arcade games.

These shots are from the *Game City* TV show.

It's wacky, mad and completely zany.

Honestly. These people just do not care.

And the ratings it gets are enormous.

Left: Imagineers' building in Kyoto is another impressive edifice. A towering monument, if you like, to the enduring properties of the software industry. Buildings like this should last for 1,000 years...

FANTASY QUEST

by Nihon Sekai-Yusu

Nintendo role players take a step back in time; *Super Drakkhen* arrives quietly on the scene; and baseball and *Mahjong* fans get their own adventures. Strange times, these....

FINAL FANTASY I.II

Squaresoft • 4 meg • Battery back-up

Wait a minute. *Final Fantasy I.II*? Surely this is a NES game? Yes it is, but we decided to include it for a couple of good reasons. This cart is actually the first two *Final Fantasy* games combined, a la *Super Mario All Stars*, and is hardly pushing back the frontiers of video gaming. That said, it's currently the biggest-selling game in Japan and has given the crusty old 8-bit Famicom a new lease of life.

The combination of the Famicom redesign (sleek and smooth with a brand new multi-out port), and the launch of this cart, helped Nintendo sell over 1 million 8-bit machines over Christmas, outselling the Super Famicom in some cities. As a result, software companies are taking a second look at the 8-bit machine and a number of new titles are in the pipeline, including an 8-bit sequel to the *Final Fantasy* series. A crazy regression this, that may point accusing fingers at the price of 16-bit software. Famicom carts cost half the price of Super Famicom carts. The public have perhaps voted with their pockets.

Here's the new Famicom (NES), as seen on the telly in Japan. Nice styling, eh?

Below: *Final Fantasy*, as it appears on the NES. It's available with *Final Fantasy II* on the same cart (left) and is a real bargain.

Left: *Final Fantasy II*, also as it appeared on the NES. It shows you how far things have progressed with the SNES.

Left: Some characters from *Final Fantasy*. We won't name them because, well, just look at them.

SUPER DRAKKHEN

Kemco • 16 meg

I'm going to be terribly, nay, brutally honest here. The original *Drakkhen* game was a bit crap. It told the tale (surprise, surprise) of a group of medieval warriors on a quest for treasure and truth. The sequel is pretty much the same thing over again, but with the addition of fantastically beautiful graphics. The original *Drakkhen* used a weird 3D polygon system for travelling sections, cutting to more conventional graphics where battles or puzzles had to be displayed in detail.

Super Drakkhen retains the 3D scenery of the original, but it's much smoother and more colourful, so that the two games look and feel completely different. Battles and puzzles are far more engrossing now, largely thanks to the arcade-like interface. And the sprites, animation and backgrounds are all so much more detailed. The gameplay fairly races along, dragging the player into what would otherwise be a completely unbelievable scenario. The game is being launched with the minimum of fuss, which is a shame because this is one of the best RPGs to be released since *Secret Of Mana*.

Here is a collection of pictures from *Super Drakkhen*. Nice, eh?

Below: And the only thing wrong with *Super Drakkhen* is that it sounds like a brand of aftershave, or a Swedish military aircraft.

GALAXY ROBO

Imagineer • 12 meg • Battery back-up • April

Imagineer have just put the finishing touches to their latest, and possibly greatest, RPG title. *Galaxy Robo* combines the two Japanese obsessions of robots and RPGs with more than a little flair. The gameplay entails a lot more strategy than most RPGs, and exploration will only get you so far.

The plot is simple: huge robot armies battle to the death in the near future and you have to overcome the odds to emerge as the winner. The gameplay drags elements of most RPGs into the fray, but the strategy sections are similar to those seen in *Gundam F91*. Clever strategic planning, sensible use of weapons and an eye for detail are essential.

The graphics and sound don't exactly push the Super Nintendo to its limits, but the game has bags of atmosphere in spite of these cosmetic oversights. But, beside the latest big-name RPGs, like *Final Fantasy VI*, or *Ogre Battle 2*, *Galaxy Robo* looks dull and unappealing.

The 12 meg cart is packed full of novel ideas and relies heavily on between-section animated scenes. It certainly looks very attractive, but the sprawling and often difficult nature of the game means that the Japanese text is virtually insurmountable. Sad news, because the game itself is actually good fun. Unfortunately, the chances of an English-text version are pretty slim, bordering on the impossible.

DOLLUCKY PLAYS BASEBALL

Imagineer • 8 meg

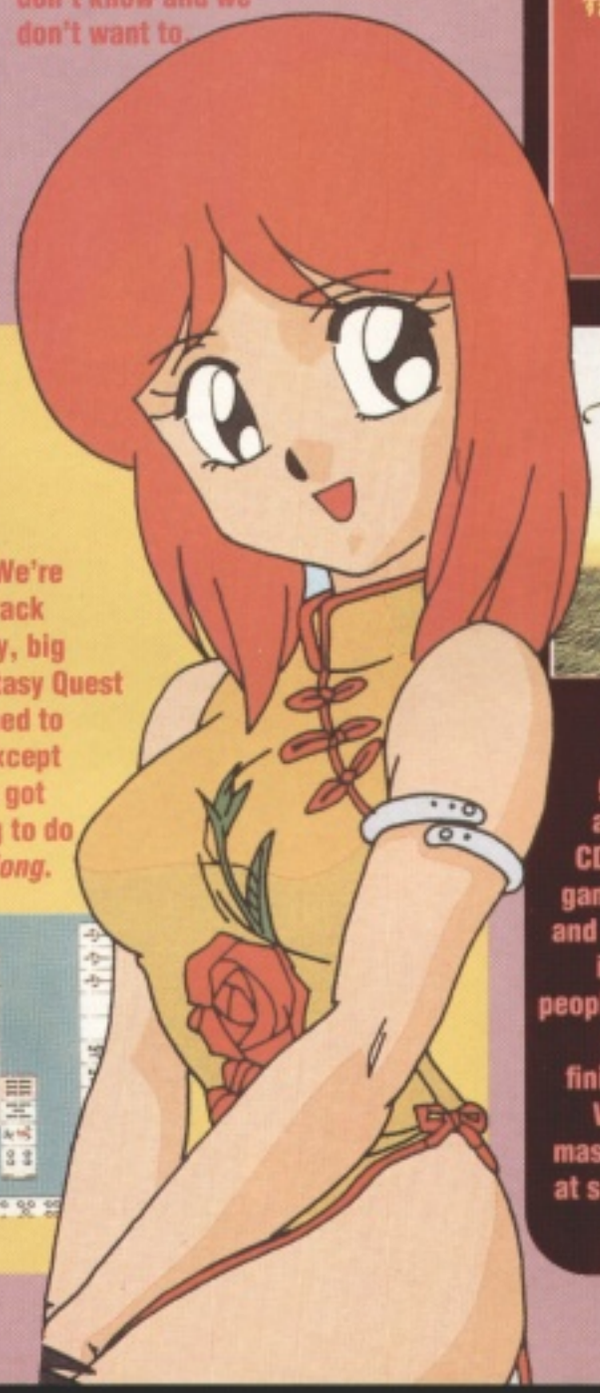
OK, so it's not strictly speaking an RPG. But don't over-react – *Dollucky Plays Baseball* does merit mention in this part of the organ for good reason – it has an RPG baseball mode. It seems that these days the Japanese have opted for the Western tradition of diffusion. Take a subject, or an object, and apply it to everything until it sticks. Baseball has also been seen recently in the arcades as a beat-'em-up – called aptly enough, *Super Ninja Baseball Bat Man*. *Dollucky* just uses the same principle to squeeze out a sort of watered-down RPG.

This fellow rejoices in the name of Dollucky. What a tragic shame.

Each time you win a match, you are greeted with small, animated RPG sequences, describing the progression of your motley crew of animal/fruit-related team-mates through the evil world of baseball. Not massively complicated, and it's hardly going to worry the *Final Fantasy* team, but it is rather amusing. *Dollucky*'s all a bit strange really, but certainly one to watch out for.

Left: It's baseball, for heaven's sake! With an RPG theme, as well. What a disgrace.

Left: Don't ask. We don't know and we don't want to.



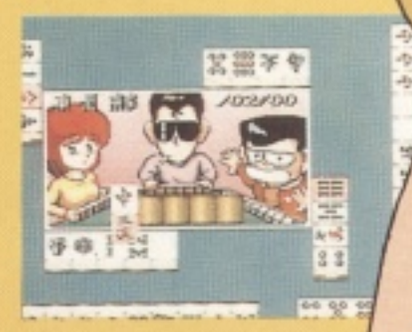
Oh good. We're back on track with pretty, big girls. Fantasy Quest has returned to normal. Except that she's got something to do with *Mahjong*.

MAHJONG ADVENTURE

Electronic Arts • 8 meg • Battery back-up

Here's another game that isn't strictly a true RPG, but *Mahjong Adventure* has a bit more to it than *Dollucky Plays Baseball*. You face off against a bunch of nutters in Mahjong World, a creepy and mysterious netherworld that hides in the dark corners of our own sweet Earth. Only the greatest *Mahjong* players can reach this strange domain, and you it seems, are one of the talented few.

What follows is far too strange to describe properly, but think of it as a normal RPG where the fighting sequences are replaced with *Mahjong* games, and you're on the right track. The graphics are nice, the sound effects and music are pretty groovy and this offers something to that ever-increasing number of *Mahjong*/RPG fans. There's probably millions of them. In fact I'll wager that you can't move on the bus for them. Probably.



GAME MUSIC SPECIAL

Hello there pop-pickers. There have been a couple of rather impressive game music CD releases recently, so let's run through the best of them.

First up is *Dragon Quest I.II.* This CD features scores from the first and second *Dragon Quest* games, all beautifully orchestrated, and lacking the annoying computer sounds of previous recordings. Violins soar over the throaty and ominous brass, the woodwinds dancing over the tunes like the enchanting fairies they describe. The thunderous roar of kettle drum and the gloriously mellow cello... Oops, I've gone too far. Good orchestra plays haunting melodies. Nuff said.

Romancing Sa•Ga 2 also sees a music CD release this month, called *Eternal Romance*, which is a bit misleading, since most of the tunes are cheesy, predictable and at times, annoying. The first track is actually rather nice, but what follows is the most embarrassing collection of dirges and ditties since ABBA split up. You'd be better off with the rather fantastic *Amusement Sounds '94* CD from Konami. This features music directly from the arcade machines of, amongst others, the recent *Polynet Warriors*. The combination of driving drama and insane melodies is actually very refreshing.

Also on release this month is Konami's *Pop'n Twinbee Rainbow Bell Adventures* CD, which contains the BGM (background music) from the recent SNES release, and the *Pop'n Twinbee Paradise* CD which is actually one of those strange Japanese phenomenons – the drama album – and is literally just like a radio play on a CD with a few music tracks tacked on. Unless you can convince people that this is required listening on your Japanese language course, it's best avoided.

Music is a vital part of games, especially RPGs and especially in Japan. CDs featuring tracks from games like *Secret Of Mana* and *Romancing Sa•Ga 2* are in massive demand, and people are happy to listen to the music once they've finished playing the game. We'll try and bring you a massive feature all about it at some point in the future.

EYE OF THE BEHOLDER

Capcom • 8 meg • Battery back-up • April

Capcom's latest foray into the world of RPGs should fare better than the brilliant, if shallow, *Breath Of Fire*. *Eye Of The Beholder* is based on the official TSR *Dungeons And Dragons* game, previously seen on home computer formats. This SNES version is virtually identical – in terms of gameplay, to the home computer versions. The one advantage it has is the addition of classic Capcom cosmetics: lush graphics, enthralling soundtracks and a nice line in creepy sound effects.

Above: *Eye Of The Beholder*, looking a bit flash and cool here. What a great game it is. Really nice.

You take control of a travelling band of warriors. In the great RPG tradition, these warriors all have their strengths and weaknesses, both physical and magical. All the action takes place underground, in a catacomb of cold and foreboding passages, tunnels and halls. In that respect, the game follows in the rather ancient wake of *Dungeon Master*, but in terms of speed and fluidity, the new Capcom title is leagues ahead. In full flow, the game plays very quickly, certainly faster than *Dungeon Master*. In some respects, it has a highly-charged, almost arcadey feel to it. Switching between characters is a lot more intense, and indeed necessary, than most other games of this ilk. *Eye Of The Beholder* can have you breaking out in a genuine sweat in some places.

Yes, it's really special, is *Eye Of The Beholder*. The PC and Amiga versions were good, anyway.

The control system is a point and click interface, and fortunately, Capcom have included mouse support. This kind of thing is no fun with an ordinary Nintendo joypad. Although *Eye Of The Beholder* originated in America, the Capcom design team have ditched much of the original imagery, replacing the dingy colours with the vibrancy and surreality of manga. *Eye Of The Beholder* looks pretty hot and it's heading to these shores late this year. If you can't wait for an English-text version, you could just about get past the limited amount of Jap text.

Many people have lost a lot of sleep by thinking they could finish the level before bedtime.

Although this is only an 8 meg cart, Capcom have slapped a more-expensive-than-usual ¥12,800 (approx £71) price tag on it. This may have something to do with the battery back-up. You have loads of info to save, relating to character strengths, positions, inventories and all manner of cursory details. Capcom are also making big noises about the 3D routines used in the game, but to be honest, they're not that impressive. Smooth, yes, but hardly earth-shattering in terms of technology.

Below: Oh wow. Like we're really scared by this skeleton with an axe. We're reeaally frightened, OK? Terrified and everything. Shyeah.

KICK OFF 3

Anco

As far as success goes, the *Kick Off* series of games stand head and shoulders above the other football games. Despite attacks from the *Sensible Soccer*s of this world, they just keep on selling.

And on that note, welcome to the wacky world of *Kick Off 3*. Of course, there being a load of World Cup shenanigans going on for some strange reason at the moment, the game contains all the international teams you can think of.

The bits where the ball goes close to the goal really are jolly exciting, aren't they?

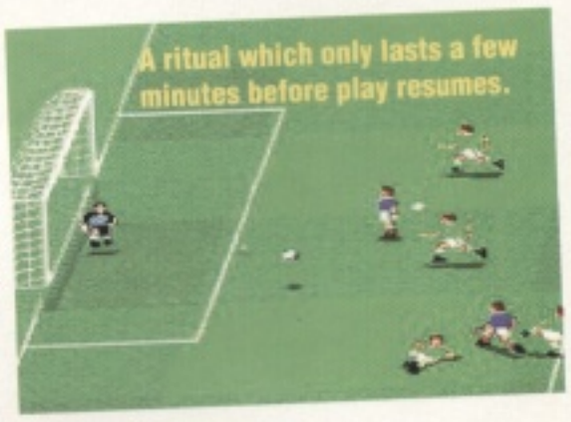
Kick Off 3 is viewed in a trendy side-view manner, with a fairly big chunk of the pitch being on screen at any one time. This aids gameplay, and, when you combine it with intelligent computer players, you should end up with a game that flows, feels right and is a joy to play. This is obviously what Anco hope, and let's face it; they know their footy games.

Everybody stands and faces south for some bizarre ritual involving herons.

The intelligent players thing is one of the big changes to this latest *Kick Off* incarnation. Instead of simply having speed and skill statistics, they've been given attitudes and temperaments, so that it's possible for someone with less ability to get mightily fired up and rush off to score, simply owing to how narked they are.

As manager as well as player, you also get to choose your strategy for the game. A neat chart shows you how far your team will push on the pitch, and every time you adjust some part of the tactics, you can see what effect it will have.

Other features to note are the offside rule, which can be switched on or off, and the passback law, which can be disabled as well. *Kick Off 3* will certainly be a serious footy contender, and next month we'll see whether it hits the back of the net from the half-way line, drops to its knees and gets kissed by its colleagues.



A ritual which only lasts a few minutes before play resumes.

Above: It's totally involved action in the goalmouth!

Left: You can't beat a few match facts after a tough 90 minutes. And a bath, too.

SUPER NINTENDO
ENTERTAINMENT SYSTEM

Head out for the highway in the rockingest race to hit this side of the universe!

Heel the steel and put your max power to the test as you scream through the meanest streets on Earth... and beyond!

Choose to be human, or alien, in your attempt to wipe out the opposition... the more wins you clock up - the more weapons you buy, and with each victory you progress to the next amazing moon.

And the incredible digitised sound tracks, including "Born to be Wild", will just knock your socks off!

...so blast out the sixties... kicks on route six. You don't need a weatherman to know which way the bullet blows but take my advice your gas may be lead free my barrels' got plenty crank up the bass slam in the sounds...

TAKE A RIDE ON ROCK 'N' ROLL RACING™ THE WILD SIDE

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TIME TRAX

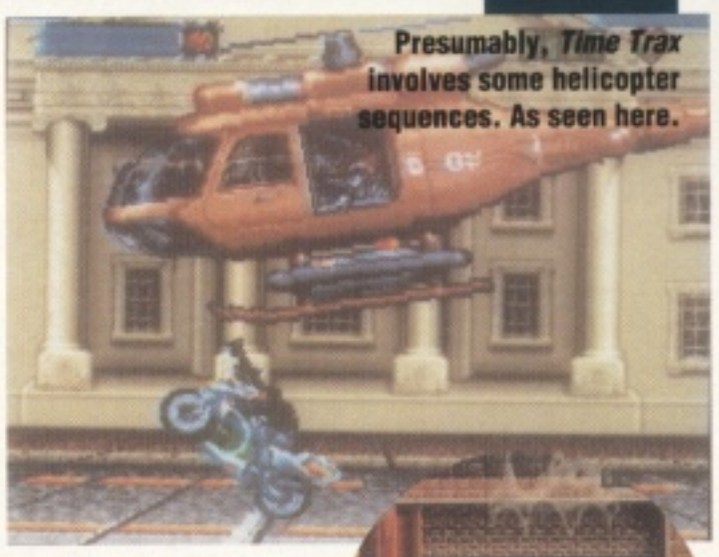
Malibu

Time Trax is a TV show in America, in which Fugitive Retrieval Officer Darien Lambert is pitted against, presumably, fugitives who've escaped from somewhere. Lambert is from the 22nd Century, you see, and he's sent back in time to stop some of our more recalcitrant villains from being naughty, as well as stopping some 22nd Century baddies from running amok in our time.

This is confusing. Imagine it as a bit like *Terminator*, only with the roles reversed. Anyway, the bits that concern us are the eight levels of gameplay, all of which bear little resemblance to any other. So you've got the secret laboratory, the streets and the wild-water Hawaiian speedboat bit, all jockeying for position inside your temporal lobes.

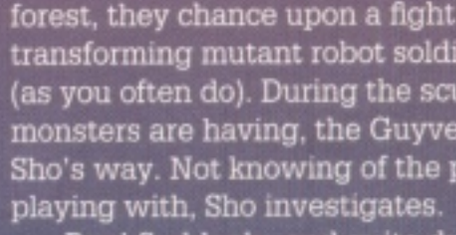
But it's not just an action game. You must solve puzzles, gather clues and make judicious deductions, as well as punching folk in the throat. It all sounds a bit clever.

Not having seen *Time Trax* on the telly, we're still slightly in the dark about it. However, Malibu are eager to impress with their new product line-up, and they're also keen to look to the future. This company, remember, used to call itself THQ.



Presumably, *Time Trax* involves some helicopter sequences. As seen here.

And some people walking around and moaning about being sent back in time or something, as well.



Here's the box. We think this won't be appearing in the game, somehow.

SUPER QUIZ

It works like this; you read the questions below carefully, one by one. After each one you pause, allow your tongue to protrude slightly from the corner of your mouth, pause again, then loudly say what you think the answer is.

After you've done this with the EASY section, you get irritated and, realising there's no prize for getting the answers right, you skip to page 98, where you pretend you're only looking at the answers you've guessed at. In fact you read them all, then return to this page and nod sagely as you read the MEDIUM and HARD section. As if you knew the answers all along. You don't fool us. We know exactly what you're like. Yes – we even know about *that*. And we're telling your parents.

EASY

1) What's Mr Miyamoto's first name?
2) How many Mbits is *Zelda: A Link To The Past*?
3) What's the hero called in *Final Fantasy 2*?

MEDIUM

1) What is the name of the boots in *Zelda*?
2) Where would you find Wingnut?
3) Which company is releasing *Catgirl: Nuku-Nuku*?

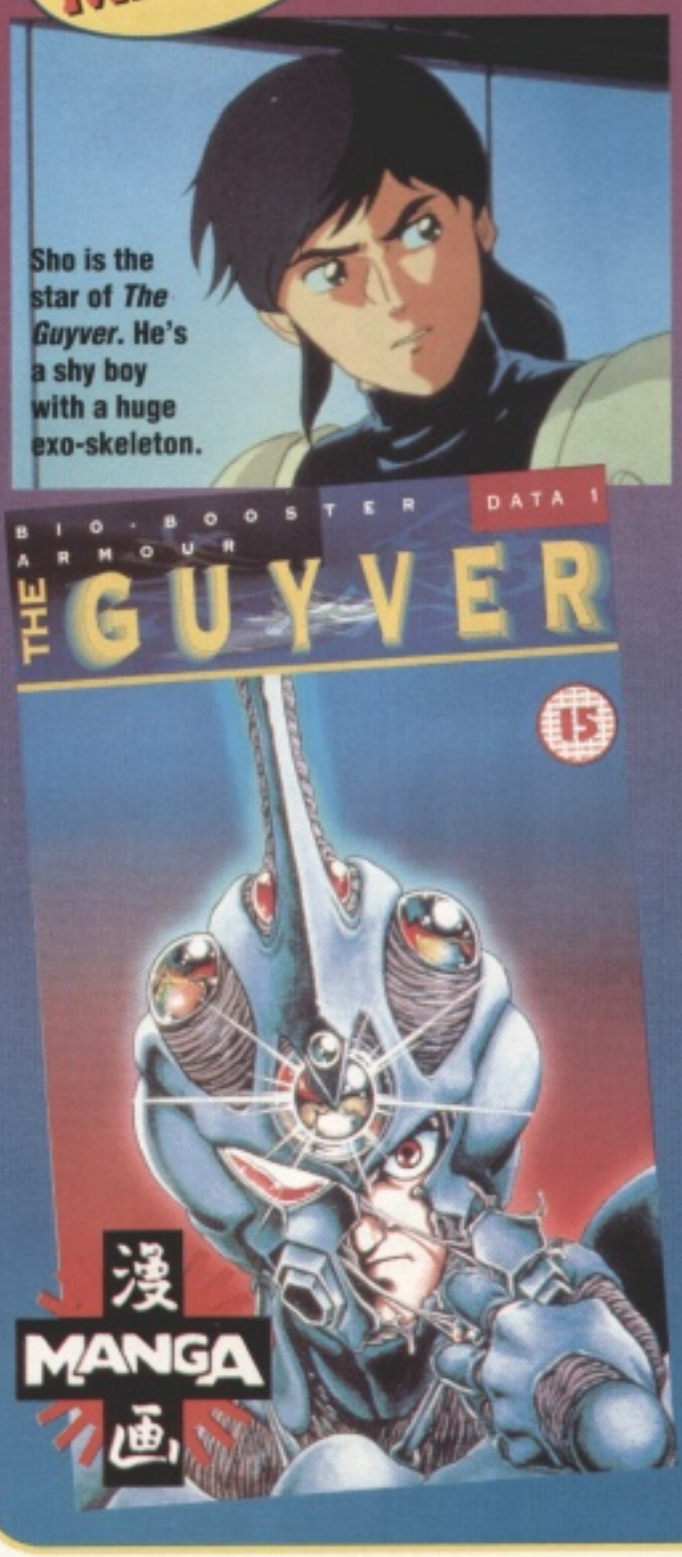
HARD

1) Who created *Catgirl: Nuku-Nuku*?
2) What sort of an animal is Mirunum?
3) What was the Scientist originally (from *Soldiers Of Fortune*)?

(We're only joking. We don't know about *that*. But we *do* know what you've got hidden behind your wardrobe. And we're still telling your parents.)

MORE MANGA

THE GUYVER



Sho is the star of *The Guyver*. He's a shy boy with a huge exo-skeleton.

● Cert 15 ● 30 mins ● £5.99

The Guyver is a lethal alien weapon. Quite what it's doing on Earth is a bit of a mystery, but here it is. And by jove, is it dangerous. The first of 12 episodes of *The Guyver* sees Sho, a schoolkid, wandering around with his friend, beset by all the traditional Japanese schoolkid problems of girls, spots and coursework.

But, as Sho and his mate toddle through a forest, they chance upon a fight between transforming mutant robot soldier monsters (as you often do). During the scuffle these monsters are having, the Guyver unit is hurled Sho's way. Not knowing of the power he's playing with, Sho investigates.

Pop! Suddenly, and quite dramatically, he's turned into a huge, and rather unwilling, bio-droid death machine. The robot monster soldiers, annoyed at the theft and subsequent use of their Guyver unit, attack him. But Sho's new power easily overwhelms them, and they're crushed like flies.

The Guyver (part 1) is very much a scene-setting affair, in that there are plenty of introductions to the characters in the series, as well as descriptions of the capabilities of the Guyver bio-weapon.

No two Manga Video films have the same team working on them, so each release always looks and 'feels' different to everything that's gone before. *The Guyver*, though, has been designed to look sharper, more metallic, and cleaner than other anime releases.

***The Guyver*. Nobody's actually explained to us what the Guyver means. Anyway, *The Guyver* gets an understandability rating of 7/10.**

COMPETITION CORNER

Since Datel are the makers of such highly-regarded adaptors as The Programmable Universal Pro and the Action Replay 2 (see page 28 for our full adaptor feature), we thought we'd give a few away.

In fact, we're giving away 5 of each type, thus making 10 happy winners (each of whom will receive a fabled and exclusive Datel T-shirt as well).

Simply answer these three questions below correctly, then tell us whether you'd like a Programmable Universal Pro or an Action Replay 2, and send the lot in on a postcard to the address below.

1. What's Hammer's real name?
a) Brian Equator
b) Ron Devious
c) Stanley Burrell

2. Which rapper fronts the band Bodycount?
a) Snoop Doggy Dogg
b) Ice-T
c) Jeremy Paxman

3. What type of car did Jimmy Corkhill nearly crash into that Rolls Royce with?
a) Vauxhall Astra GTE
b) Volkswagen Golf GTi
c) Alfa Romeo Sprint Green Cloverleaf

Cards must arrive before 30 April 1994. The address to send them to is: Datel Drive-By Competition, *Super Play*, 29 Monmouth St, Bath, Avon BA1 2BL. Remember to state which adaptor you want (either the Programmable Universal Pro or the Action Replay 2). All T-shirts are XL.

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We call her Catgirl: Nuku-Nuku, but the Japanese are happy to go with the somewhat unwieldy moniker All-Purpose Cultural Catgirl. Well, that's the English translation of it anyway...

Last month, Helen McCarthy told us how anime was actually made. This month, she explains how to break the sound barrier.

ANIME WORLD

Pronounced 'ah-nee-may'

TO DUB OR NOT TO DUB

Last issue, I talked about the process of making anime for release in Japan. When it comes West, however, anime hits the language barrier; very few Europeans speak Japanese. So, in order to make its mark, it needs to be translated, and that begs the big question – do you dub it or subtitle it? Dubbing a title makes it instantly accessible to a huge English-speaking market and gives it a chance at big-time sales; subtitling preserves the original vocal performances, the balance of the original soundtrack and the overall mood of the piece as first released, but it does demonstrably reduce retail sales – few subtitled foreign-language films sell as well as English-dubbed product.

The argument for and against dubbing has raged among anime fans for ages, both here and in the US. There are good and bad points to both approaches, as is shown by the fact that AnimEigo, king of subtitled anime in the US (and their UK offshoot, Anime Projects), are to release a dubbed version of their fast-paced cars 'n' guns hit *Riding Bean*. And US Manga Corps are releasing subtitled versions of *Heroic Legend Of Arislan*, *RG Veda*, and other shows released in the UK, as dubs on the popular Manga Video label.

What's not in dispute, however, is that for dubbing to work it needs to be done well. New kids on the block, Crusader Video, announced their intention to take on Manga Video with their first production, *Catgirl: Nuku-Nuku*. Crusader's James O'Shea felt that anime dubbing hadn't been done as well as it could be, and his mission was to put that right. So it happened that, on a chilly Winter's

Arislan, prince of aftershave? Arislan, king of papier-maché? Oh, we give up.

Winner of the 'biggest hair' competition in Manga Video. And he's a bloke, as well.

Above and right: We believe this attractive girl is called RG Veda. But we can't be bothered to look it up, so we're not sure.

day, your intrepid reporter infiltrated a converted warehouse somewhere in North London, to get the inside story on how Crusader planned to achieve the perfect anime dub. Yes, I had a bit-part in the production – my very first anime voice-over.

The studio itself was basic – a small suite of soundproofed, windowless rooms in the bowels of said warehouse. Apart from the sound desk, there was nothing high-tech about the set-up – just bare rooms with a few chairs. The recording engineer and her assistant sat in the outer studio at the desk; the actors, including me, were in the inner room behind a glass panel, cans on our heads and huge microphones in front of us, waiting for our lines.

Crusader's script, an American translation adapted for British sensibilities, was directed by John Conrad. Unlike a theatre director, John didn't bring all his actors together to perform; instead, we worked only with the people in our own scene. Each of us bit-part players received a script with our lines printed against the precise time at which our characters were speaking on screen, and we came into the studio just to record those scenes – mine was the smallest bit-part in the script, just one line.

Some dubbing studios put the actors into booths alone, to read their lines to a timed script; the director later edits all the lines together, but that can produce stilted performances. A few studios work with what is called 'line dubbing' , a similar technique to that used in some Japanese productions, where the actors watch a monitor with a black line showing them when their speech begins and ends. However, Conrad chose to direct *Nuku-Nuku* like a radio play, with characters performing each scene together around a microphone. This gives a greater sense of immediacy and realism in performance, besides being more fun. A monitor in our studio showed us the action in our scene, with the script running on-screen as subtitles to help us with our timing.

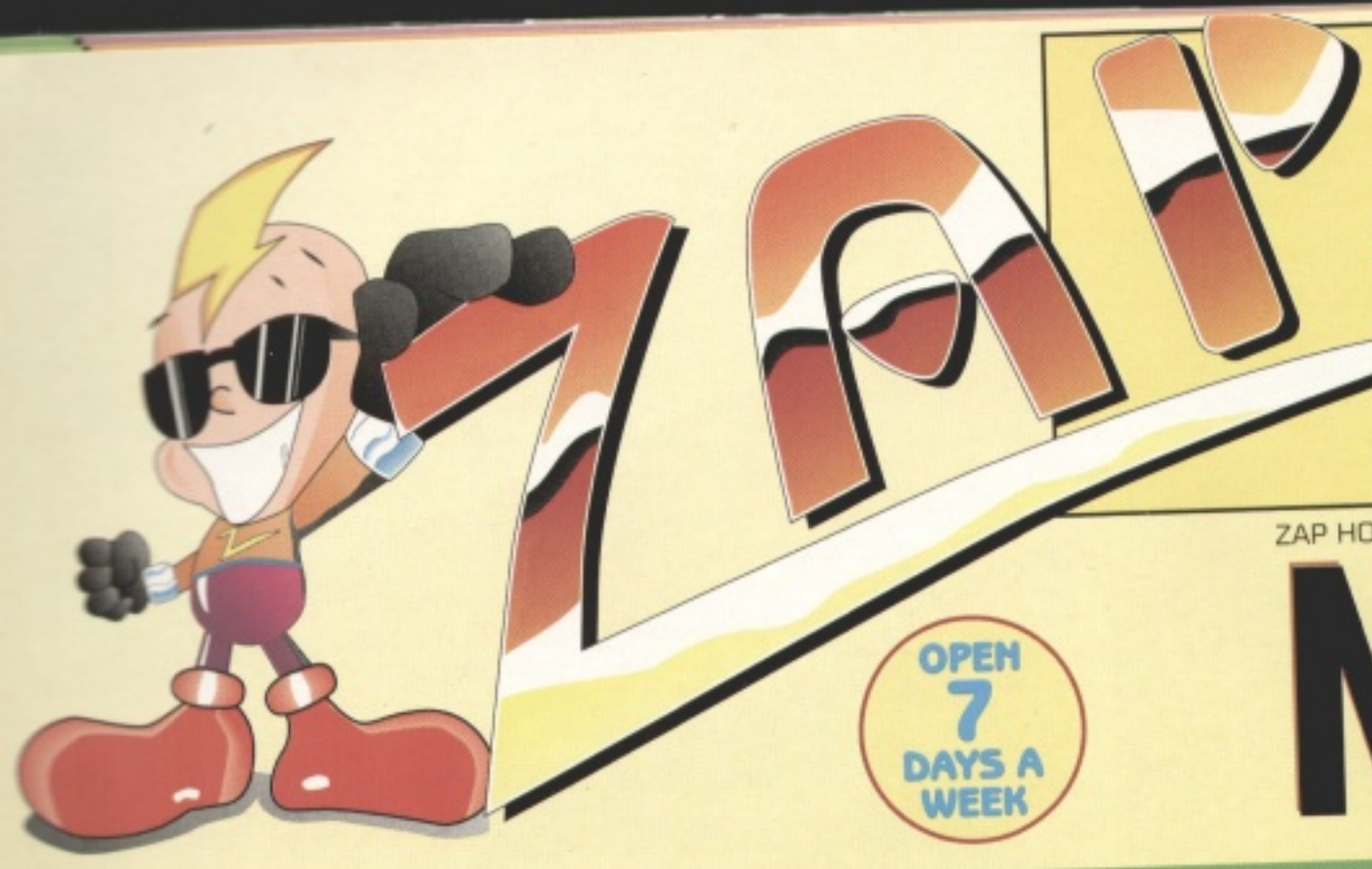
Of course, after the actors have finished, there's still a lot of work for the director and engineers to do – making sure the track is synchronised with the mouth movements, balancing the music and effects tracks with the voices, etc. Conrad and his team still managed to get a copy ready in time for its world premiere at AUKcon, where it was very much enjoyed. My moment of stardom is over in a flash, but there are lots of other good performances on the dub, especially from Michael Cule who voices two different characters extremely well. So when you buy *Catgirl: Nuku-Nuku* (due out in April) look out for the scene where *Nuku-Nuku* almost mows down a schoolgirl on a bike and her mother – that Japanese mother is me!

There are a few other new developments coming up on the anime and manga scene in the next few months. Western Connection, who produced the subtitled version of the beautiful art-film, *The Sensualist*, have acquired the anime of Nagai Go's manga *Kama Sutra*, described as 'slapstick erotic comedy', and plan to release a number of other titles into the UK market this year – not all subtitled, since I understand they may have acquired Kitty Film's *Galactic Pirates*, dubbed into English for the Japanese company before sale. Look for another new label launch soon, too. And if you missed AUKcon, two forthcoming London events will offer you a chance to catch up on your shopping and see some anime too. *Anime UK* and Yaohan Plaza are organising an anime and manga fair in the Plaza's atrium from 27 to 30 May, while a little earlier in the month, 13 to 15 May, The Hobby, Toy & Collector's World Fair in London's Barbican centre will include anime stalls, exhibitions and film showings.

> 'For dubbing to work it needs to be done well.'

ANIME CONTACT

Anime UK **magazine, 70 Mortimer Street, London W1. £3.50 from good SF/comic shops, also available mail order from the publishers.**



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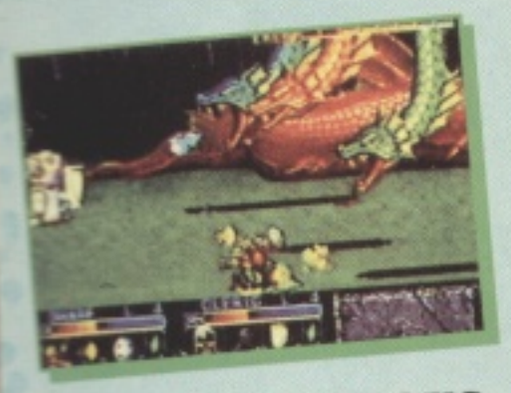

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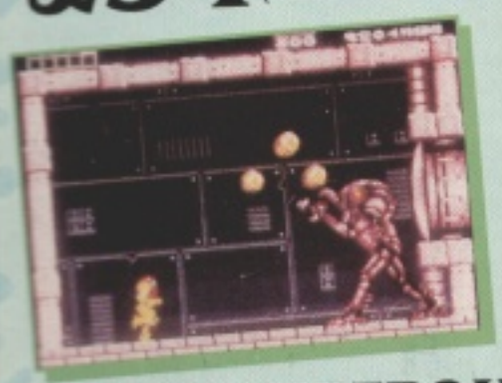

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CHART THROB

Another month, and another look at the video games that the world likes playing best. Yes, it's the *Super Play* charts. Hurrah!
(For weekly UK SNES chart updates, try tuning in to Digitiser, Teletext: page 471, Channel 4.)

OFFICIAL GALLUP UK CHART

▲ UP ▼ DOWN ▶ NON MOVER ★ NEW ENTRY

Compiled for *Super Play* by Gallup

1 ★ **SENSIBLE SOCCER** Renegade/Sony
'The best football game on the SNES', as Jonathan said in his review in *SP*15. 91%

2 ★ **NBA JAM** Acclaim
Slick gameplay, great visuals and a brilliant four-player mode. 87%

3 ★ **SUPER EMPIRE STRIKES BACK** JVC
A disappointing sequel to *Super Star Wars*. The music's great, though. 71%

4 ★ **WINTER OLYMPICS** US Gold
If only Torvill and Dean had done their *Bolero* routine again. Shame.

5 ▼ **SUPER MARIO KART** Nintendo
We've nearly run out of different ways to tell you how absolutely fab this game is. 93%

6 ▼ **ALADDIN** Capcom
'A short, intense burst of gaming heaven.' If that's what you're after, then this is it. 81%

7 ▲ **STRIKER** Elite
This was the best soccer game on the SNES, until *Sensible Soccer* came along. 89%

8 ▼ **MARIO ALL STARS** Nintendo
If you don't have this four-games-in-one cart yet, then go out and buy it now. 96%

9 ▼ **TURTLES TOURNAMENT FIGHTERS** Konami
The closest thing to *Street Fighter II* since sliced bread. Erm... No, that can't be right. 90%

10 ★ **ZELDA III: A LINK TO THE PAST** Nintendo
The best RPG on the SNES. Not counting *Secret Of Mana* of course. 93%

Sensible Soccer: It's sensible and its soccer. (*Out – Ed.*)

Aladdin: If you liked the film you'll love the game.

Zelda III: 8 Mbit packed with flawless gameplay.

UK IMPORT CHART

Compiled for *Super Play* by Console Concepts

1 **NBA JAM** Acclaim (US)
2 **GANBARE GOEMON 2** Konami (JAP)
3 **ASTRO GO GO!** Meldac (JAP)
4 **KING OF THE DRAGONS** Capcom (US)
5 **MEGA MAN X** Capcom (US)
6 **BUGS BUNNY IN RABBIT RAMPAGE** Sunsoft (US)
7 **SENSIBLE SOCCER** Sony (US)
8 **R-TYPE III** Irem (JAP)
9 **METAL MARINES** Namco (US)
10 **SUPER PUYO PUYO** Banpresto (JAP)

JAPANESE CHART

Compiled by Wil Overton (and the lovely Zy)

1 **FIRE EMBLEM** Nintendo
2 **MEGA MAN X** Capcom
3 **SUPER PUYO PUYO** Banpresto
4 **BASTARD!!** Cobra Team
5 **DRAGON QUEST I.II** Enix
6 **GANBARE GOEMON 2** Konami
7 **ROMANCING SA•GA 2** Squaresoft
8 **SD GREAT BATTLE 2** Banpresto
9 **FATAL FURY 2** Takara
10 **GAIA GENSOKI** Enix

AMERICAN CHART

Compiled for *Super Play* by Woody Carter

1 **NBA JAM** Acclaim
2 **MADDEN NFL '94** EA Sports
3 **NHL HOCKEY '94** EA Sports
4 **SOLDIERS OF FORTUNE** Spectrum HoloByte
5 **CLAYFIGHTER** Interplay
6 **SUPER BATTLETANK 2** Accolade
7 **NHL STANLEY CUP HOCKEY** Nintendo
8 **BUGS BUNNY IN RABBIT RAMPAGE** Sunsoft
9 **SECRET OF MANA** Squaresoft
10 **NBA SHOWDOWN** EA Sports

NBA Jam: See next month's Mode 7 for the president of cheats.

Bugs Bunny: Check out our review on page 38.

A puzzling chart this month – who bought *NBA Jam* on import, when it had a simultaneous worldwide release? *Bugs* tippy-toes into sixth place, sadly, but our hot tip on the very Japanese *Puyo Puyo* has paid off. Buy this game, even if you have to sell your cousins to a slave-trader.

Fatal Fury 2: Takara's biggest and best game to date.

Okay, so you're wondering about that dubious fourth place listing... *Bastard!!* (ahem) happens to be an RPG based on a popular manga/anime series, as well as a first-class example of their fascination with English. We kid you not. Check out last month's Fantasy Quest for data on chart-topper *Fire Emblem*.

Super Battletank 2: We gave this only 43%. See our review on page 56 to find out why.

Clayfighter: Not a sporting game, but still hot in the US.

Once again, it seems that the Americans can't get enough of sporting games (surely they're not getting enough exercise either, playing all that sport by proxy?). Still, it's good to see the Bitmap Bros and Visual Concepts at fourth and fifth. They need more weird fantasy in their lives...

SUPER PLAY'S HOT LIST

This month, the team talk a lot of nonsense. Don't worry; next time the Hotlist will be back to normal...

JAMES

'In Shakespeare's *The Tempest*, Prospero mentions 'the strange noises o'er the isle'. He was of course referring to Dhalsim's stage on *Street Fighter II Turbo*. The 'shrieking of devils' is no more than the sound of the elephants at the end of the bout.'

SUE

'Reading *The Gulag Archipelago* by Solzhenitsyn recently, I was struck by the following passage; 'Fyodor dreamed of a red spaceman in a maze. Trapped as bombs fell, he punched and kicked them away.' A remarkably prophetic vision of *Super Bomberman*, considering it was written 80 years ago.'

ZY

'I have been playing the game of existence. The very challenge of life. I have pitted myself against the bosses of authority and I have typed in the passwords of humanity. I have struggled and I have lost. I've also been playing *Soldiers Of Fortune* a bit, too.'

TONY

'*Fatal Fury 2* is my choice of game. It gives me 'a sense of falling, like a arrow shower sent out of sight, somewhere becoming rain.' Philip Larkin was actually talking about reaching London on a train, but I'm sure the Hullmeister knew it applied to Joe Higashi and Terry Bogarde as well.'

LISA

'Burgess's *A Clockwork Orange* illustrates the divisive nature of a society which cannot view itself objectively. Conformity is aspirational and individualism anarchic. Everything must be ordered. Hence my continued playing of *Super Puyo Puyo*.'

WIL

'Playing *Assault Suits Valken* recently has been a lot of fun. I really enjoyed it. What? Oh no. I didn't have any literary references in mind when I played it. I did like the music though. It was akin to the Rex Tremendae movement of Mozart's *Requiem*, written by the master on his death bed in 1791.'

LATEST MANGA RELEASE

LAUGHING TARGET

It's time for the next *Rumik World* video. Let's see whether it's worthy enough to invade your consciousness, forthwith...

Cert 15 • 49 mins • £8.99

Another film from the fertile brain of Rumiko Takahashi, *Laughing Target* is a modern-day story of love, betrayal and, of course, a powerful demon.

Yuzuru and Azusa are childhood sweethearts who've split up. They're destined to meet again, but although the love they shared hasn't died, Azusa has changed, and there's an evil presence behind her cute, big-eyed face.

Laughing Target is the next *Rumik World* release after *Fire Tripper*. Powerful forces and emotions flow like spilt Pepsi Max, and the main charas are drawn irresistibly towards high buildings, from which they can shout and scream.

Although it's set today, there are plenty of timeless bits where people shoot each other with bows and arrows and stab one another with knives, which wouldn't look out of place in pre-war Canada. *Rumik World* releases are always precise and well-drawn, and *Laughing Target* continues this line of quality. The story is slower-paced than many manga films, and all-out destruction takes a back seat.

The understandability factor is 7 out of 10.

'WHATEVER HAPPENED TO HANK AND THE SHADOWS?'

winners winners winners winners

Laser Beam and Bastion generously offered us some top-quality *Shadowrun* goodies to give away to you, our beloved readers. So what did we do? Well, back in issue 18 we asked you some remarkably witty shadow-related questions. Witty, but not so difficult that four of you couldn't bag the stuff.

And now here are the answers:

1) Ulrika Jonsson commentates on Shadow in *Gladiators*.
2) Vlad Dracula is the bloodsucking person without a shadow (allegedly).
3) Hank Marvin is the lead guitarist of The Shadows (allegedly).

The top prize of a *Shadowrun* SNES game, 12 *Shadowrun* books and a *Shadowrun* board game goes to: Fionn Lahart Murphy from Dublin, whose name was first out of the hat.

And the three runners up, who each get a copy of the first volume of *Shadowrun* the novel, are: Dale Medhurst from Crawley, West Sussex, D Nottingham from Biggleswade, Beds, and James Bryson from Wishaw, Lanarkshire in bonny Scotland.

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Mail order is a good way of getting hold of items, usually cheaper than the shops. We vet the advertisers, but it makes sense to follow these guidelines when ordering:

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2) *Super Play* strongly recommends that all your purchases from our advertisers are made with a credit card. That way, in the unlikely event of a problem, redress may be sought from the credit card company.
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INSIDE JAPAN

DEAD

Gareth Bailey chums up with Mr Miyamoto. In fact, Shigs likes a bit of a read of *Super Play* occasionally – there's a big chance that this is what they talked about.

Remember the competition we ran a few issues ago, giving a reader the chance to visit Nintendo of Japan? Well, the winner was Gareth Bailey of Cornwall. He's the first British kid ever to cross their hallowed threshold...

Nintendo's Japanese headquarters are located in the sleepy suburbs of Kyoto. The huge complex of buildings is hidden away behind an anonymous, but imposing, wall. No signs adorn the gates, there are no banners or logos to be found anywhere. In fact, from the outside, there is absolutely no way of knowing that this is the headquarters of the world's largest manufacturer of video games.

Security is very tight. Visitor's badges have to be worn at all times and identity cards must be shown. When you finally get past the guards and the gates, the Nintendo Headquarters are revealed in all their imposing grandeur. The main building is an ultra-modern office complex, long and low. And it's surrounded by immaculately-kept gardens.

To our surprise, Gareth and myself were met at the door by Gumpei Yokoi, Nintendo's technical director. This is the guy who invented the Game Boy. This is the guy who designed the hardware for the Super Famicom. We were in impressive company already, but more was to come. We were joined in the boardroom by Shigeru Miyamoto, the creator of Mario, and to confirm the rumours we'd heard, a keen *Super Play* reader.

Mr Yokoi and Mr Miyamoto wasted no time in showing us the fabled Nintendo research and development laboratory. This massive office complex was filled with desks, mostly sporting Super Famicom development equipment. (Super Famicom games are written on customised PCs, with the Super Famicom custom hardware built-in.)

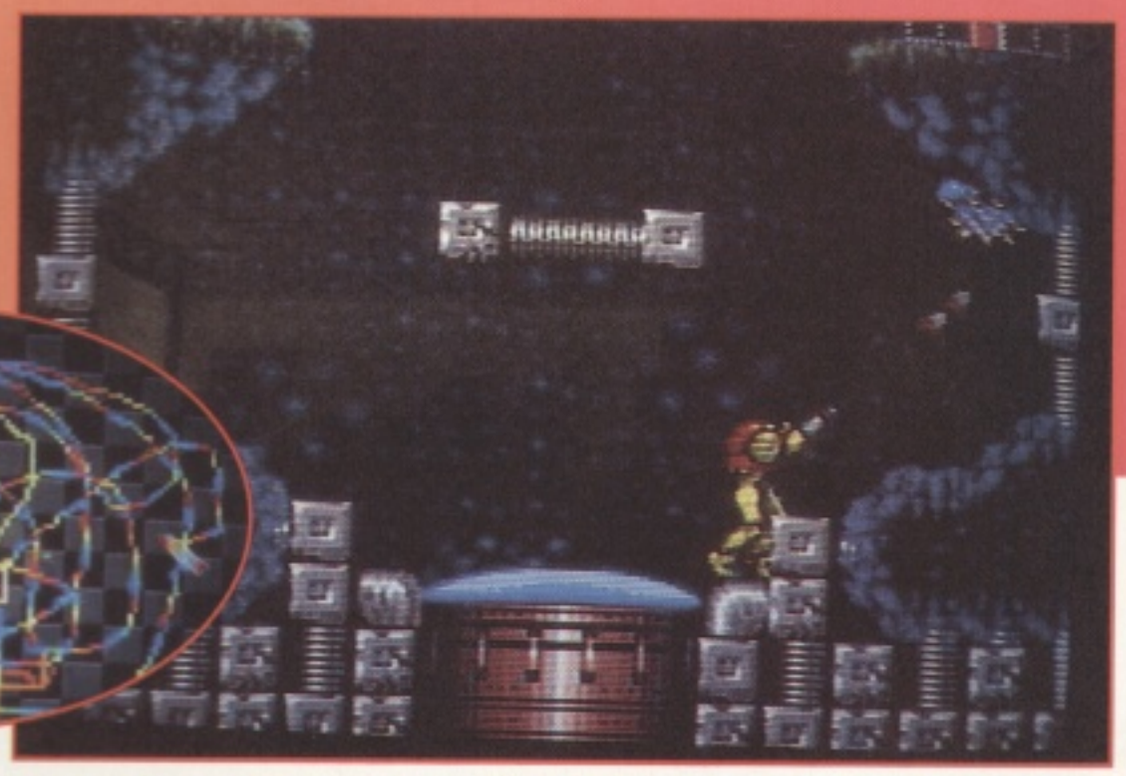
The main projects being worked on at the time of our visit were *Stunt Race FX*, *Super Metroid* and *Sound Fantasy*. The programmers were busily trying to eradicate bugs from the software and they barely raised an eyebrow as we wandered through the office. Nintendo's quality control procedure is the strictest in the business. It is said to be impossible to create a piece of software without it having a couple of bugs, but Nintendo manage the impossible with every game.

The Nintendo R&D team are particularly proud of *Super Metroid*. It's the sequel to one of their most successful NES titles and the first 24 meg cart Nintendo have ever produced. At first glance, the game looks pretty ordinary; standard platform stuff, with extra weapons and hidden bonuses. But, as with most Nintendo games, scratch under the surface and you'll discover a massive world of playability.

Shigeru himself demonstrated the game for us, zipping through the early levels with the greatest of ease. When he plays games, Mr Miyamoto is completely engrossed. His eyes glaze over, he smiles in spite of himself, and he completely loses track of the events going on around him. In fact, the controller had to be wrested from his grasp so Gareth could have a go.

'Mr Miyamoto is completely engrossed. His eyes glaze over...'

Super Metroid is a huge game, but it lacks the sort of over-the-shoulder appeal that usually ensures greatness. Having played it for quite some time myself, I can assure you that this is actually as good as *Stunt Race FX*, the next game we played on our tour of the



Above: *Super Metroid* is the game Nintendo are furrowing their brows over at the moment. Above right: Here's a big bad boss.

Above: *Sound Fantasy* is a crazy game with lots of coloured lines in it. Above right: But there aren't any heroes in it. At all.

building. Shigeru is very proud of *Stunt Race FX*. He has worked long and hard to get it just right. As he says himself, 'Everything has to be just right, the cars have to move in a certain way, it has to feel perfect'. Mr Miyamoto asked us for our feedback. The game played like a dream, and when I told him, he didn't believe me. 'We had some problems with the two-player race, but it seems to be working now. There's still a lot more to be done though and I'm not happy with it yet.'

Shigs has also had some input with the design of Nintendo's latest mouse project, *Sound Fantasy*. This has things in common with *Mario*, but it's more of a game than an educational project. There are lots of little games, the object of each being the creation of real music. But you can simply play the games, create a complete cacophony and still have lots of fun.

Another interesting (but unnamed) game we saw looked very odd. The screen is infested with tiny beetles who crawl around in sets, repeating patterns. You draw coloured lines around the screen, and when the beetles cross these lines, they make a sound. Colour, position and length of lines affect the instrument and note played. As you can imagine, trying to create structured music in this way is difficult to say the least. Mr Miyamoto however, is entranced. 'I think this is very beautiful. The mixture of light and sound. It's also great fun. This will be a great game.'

Miyamoto-san does indeed read *Super Play*. When given a selection of Future Publishing mags, he picked up *Super Play* and said, 'Yes, I have seen this magazine before. It has the price in yen on the cover. This is trendy. Japanese magazines use English things because they are trendy here'. The Japanese readers of *Super Play* enjoy it because the Japanese content is well presented, as Gumpei Yokoi confirmed, '*Super Play* and *Edge*, I have read these magazines before. Japanese games seem to be very popular in England. These mags are very good'.

> 'It [*Super Play*] has the price in yen on the cover. This is trendy.'

The one thing that we weren't shown at Nintendo was Project Reality. It was there alright, but hidden behind closed doors. Surprisingly though, Mr Miyamoto was very forthcoming, 'I will be working on Project Reality, but not the arcade games, only the home system, but I can't tell you exactly which games we are working on'. When pressed, Shigeru said, 'I would like to do a sequel to *Pilot Wings*, that was one of my favourite games. I can't say more than that, let me just say that it is something I would very much like to do'.

The subject was changed very quickly. I think perhaps that Shigeru had already said more than he should. Before our meeting finished though, we did garner one fantastically important piece of information from Mr Miyamoto. When asked if he would consider a sequel to *Super Mario World* he said, 'Yes. We are working on a sequel. Sort of. It will be very much like *Super Mario World* in many ways. It will have lots of new ideas. It could be ready in less than a year.'

Left: For a big corporation, Nintendo of Japan are as friendly as pie. The technical director himself will show you around.

Below: Gumpei Yokoi, Nintendo's technical director demonstrates the latest SNES line-up. Gareth, naturally, is engrossed.

Above: Some of the magic that's heading west from the Land of the Rising Sun. *Super Metroid*'s the name, frenzied graphics and astonishing playability is the game.

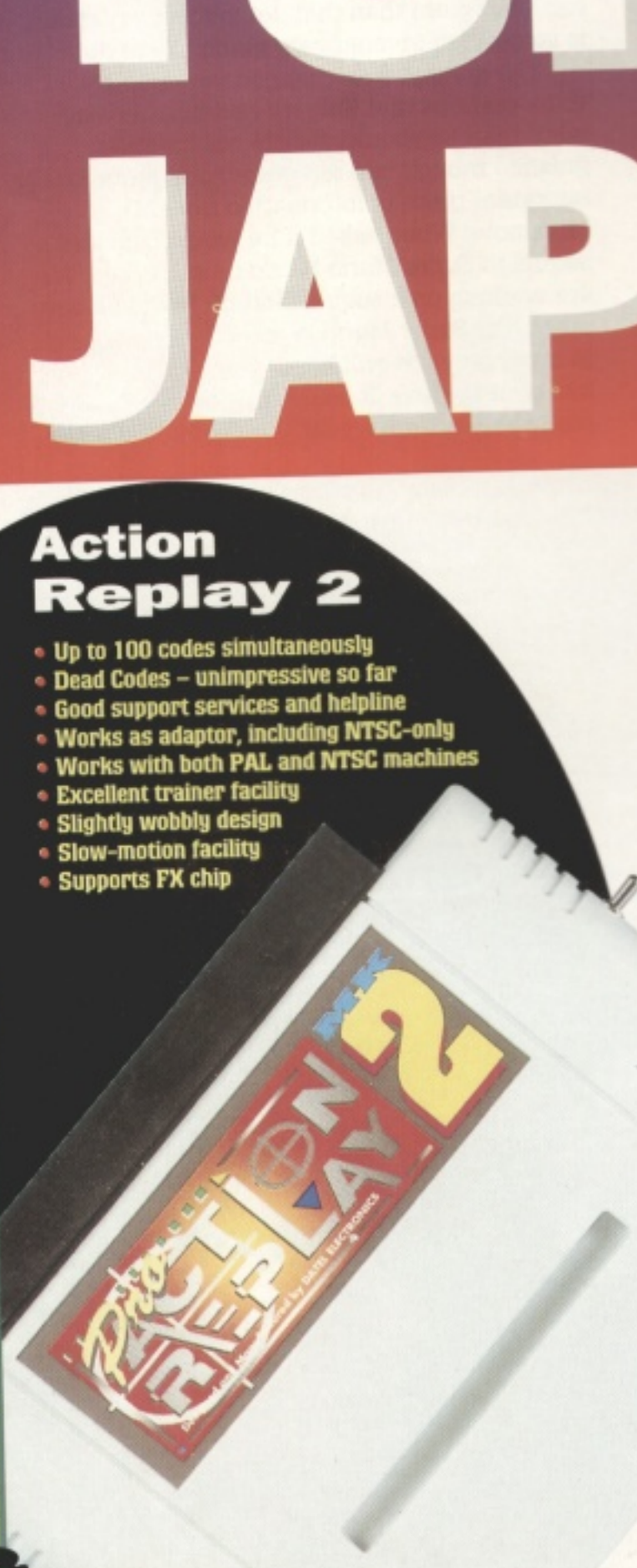
The Special FX Adaptor

- Sturdy design – holds both cartridges very securely
- Built-in eject 'levers' (plastic rods)
- Supports the FX/DSP chip
- Recent upgraded version plays most of the NTSC-only games
- Specifically for use on PAL machines

TURNING JAPANESE

Action Replay 2

- Up to 100 codes simultaneously
- Dead Codes – unimpressive so far
- Good support services and helpline
- Works as adaptor, including NTSC-only
- Works with both PAL and NTSC machines
- Excellent trainer facility
- Slightly wobbly design
- Slow-motion facility
- Supports FX chip



Despite an increase in worldwide simultaneous releases of games carts, the grey import market is still thriving. For many of you, it's the importance of possessing a new game from the moment it appears: *SFII Turbo* and *Mario All Stars* sold well on this count, despite hefty price hikes. For others, it's the desire to play games that are never likely to make an official appearance in the UK – *Legend Of The Mystical Ninja* took two whole years to reach us, regardless of an early American translation. Although we've recommended a number of Japanese and US games in these pages, we're still not sure if some of them will ever be appearing on your SNES.

Unless you have an adaptor, that is.

A staggering 41% of you owned adaptors when we last took a poll back in *SP*4, and we estimate that more than half of you now possess an adaptor or cheat cart of some kind. It's rather surprising, therefore, that we still get complaints about incompatible games every month. In an effort to address the problem, we've looked at the big name products and given them a rigorous bench testing to compare their relative merits.

ADAPTORS

Datel Programmable Pro Universal Adaptor

Datel's output in adaptors has been prestigious, although some might see this as an admission of the earlier models' short-lived usefulness. Nevertheless, by sticking to a basic design and rejigging it, they've kept abreast of changes in cart security. The latest in the line is the Programmable Pro Universal Adaptor – this overcomes all current protection and will function for some time to come, according to its makers. Apparently, if it finds a game it can't beat, then you can type in a code (provided by Datel) to disable the new protection, just like an Action Replay code. We're a little sceptical ourselves as, until a new security measure comes along, we won't be able to test this feature at all. It seems a little odd to be predicting the next step in cart security with such confidence, and we'll bring you more news on the success of this unit as we discover it.

On the other hand, the Pro Universal Adaptor – which has just been superseded by the Programmable version – has had its price dropped to only £14.99. This adaptor is just as effective with all NTSC-only imports, and is basically the same device without the supposed code menu for dealing with future security devices.

The Programmable Pro Universal Adaptor costs £24.99, and both models are available from Datel Electronics on (0782) 744707. Even earlier models can still be purchased from some smaller retailers, but you'd be better off with one of these.

The Special FX Adaptor

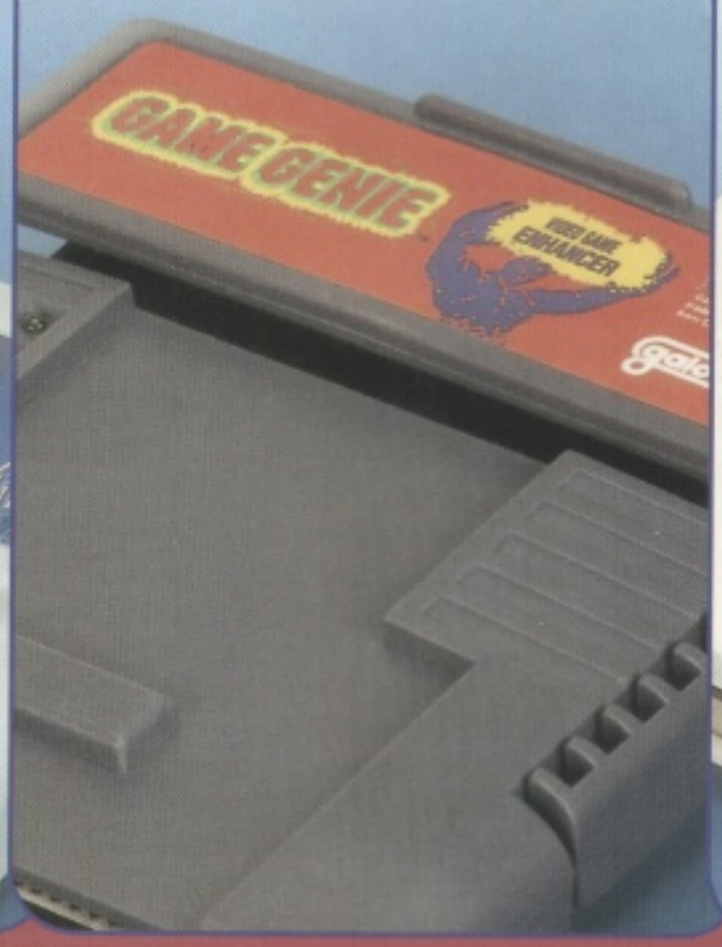
Fire International has been a major player in the SNES add-on market, responsible for many top peripherals and dedicated joypads, and the SFX adaptor is their special offering in this area. Fire was instrumental in developing the NTSC-only counter-measures, and the SFX adaptor tested out

Game Mage

- Works as adaptor, including NTSC only
- Solid design
- Specifically for use on PAL machines
- Works with FX chip games
- No trainer facility
- No support services
- Up to eight codes simultaneously
- Pre-programmed codes

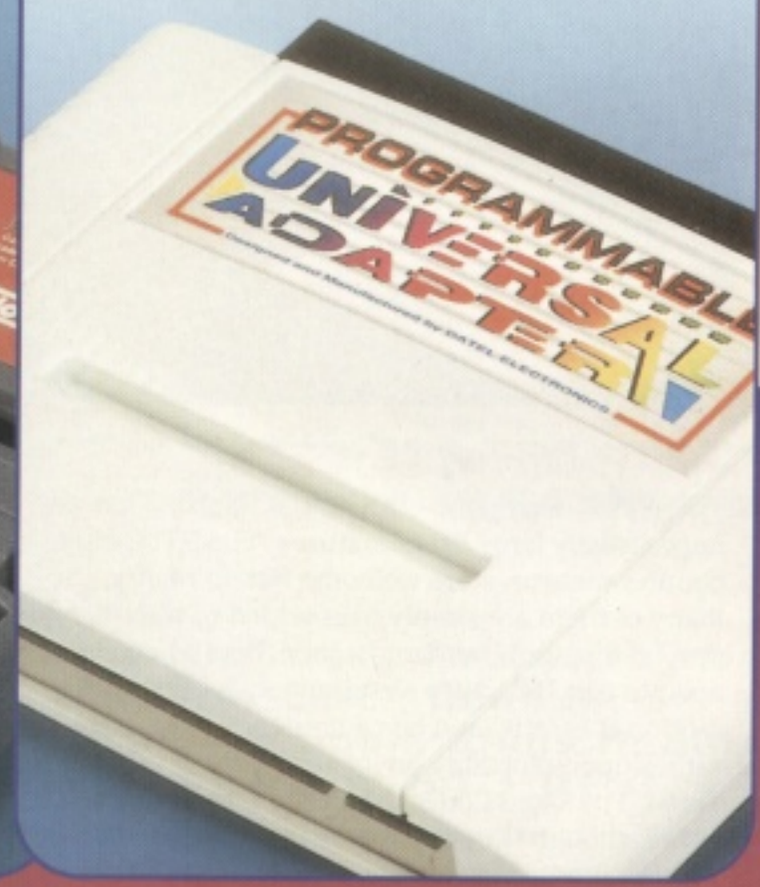
Game Genie

- Up to five codes simultaneously
- Good level of support and help services
- Doesn't work with *Starfox* (or any other FX games)
- No trainer facility
- Not an adaptor
- Specifically for use on PAL machines



Datel Pro Universal Adaptor

- Works with NTSC-only games
- FX/DSP chip games supported
- Purported to cope with 'next wave' of security measures
- Slightly wobbly design
- Works with both PAL and NTSC machines



SUPER PLAY'S GUIDE TO RUNNING IMPORT GAMES

perfectly with the latest NTSC-only imports, including recent games like *Metal Marines*.

The SFX adaptor has the sturdiest and safest design of all the devices bench tested. Both cartridges are held solidly upright, and if you're feeling a little paranoid about adaptor damage, then you might find this suits your needs. If you own a US SNES, be aware that this convertor is specifically designed for a PAL machine – it didn't run some forthcoming PAL-only games.

To get hold of a Special SFX adaptor, contact Effin Awesome on (0924) 897359. It'll cost you a perfectly reasonable £14.99.

GamesMaster

This adaptor sold well in its day, but it's looking increasingly redundant now. It performs the most basic adaptor function: fooling your SNES into reading the country protection chip of a compatible cart, in order to run the game code on an incompatible cart. It's not sophisticated enough to deal with NTSC-only games, but if you can pick one up for a few quid then it'll happily cope with all the older import games.

Game Mage

The Game Mage originates from Germany, where it is the premier cheat device for the SNES. It also doubles as an adaptor, and our bench tests showed it was compatible with most NTSC-only imports (apart from a couple of very recent ones).

To be honest, we weren't impressed with its performance. The Mage's selling point is its built-in library of 216 codes. Cleverly, the adaptor 'reads' the name of the installed cartridge and presents you with a list of stored cheat codes for the game – if it has any. Sadly, the codes are all for old games, including some real dogs: do you really need codes for *Musya*, *Drakkhen* and *James Bond Jr*?

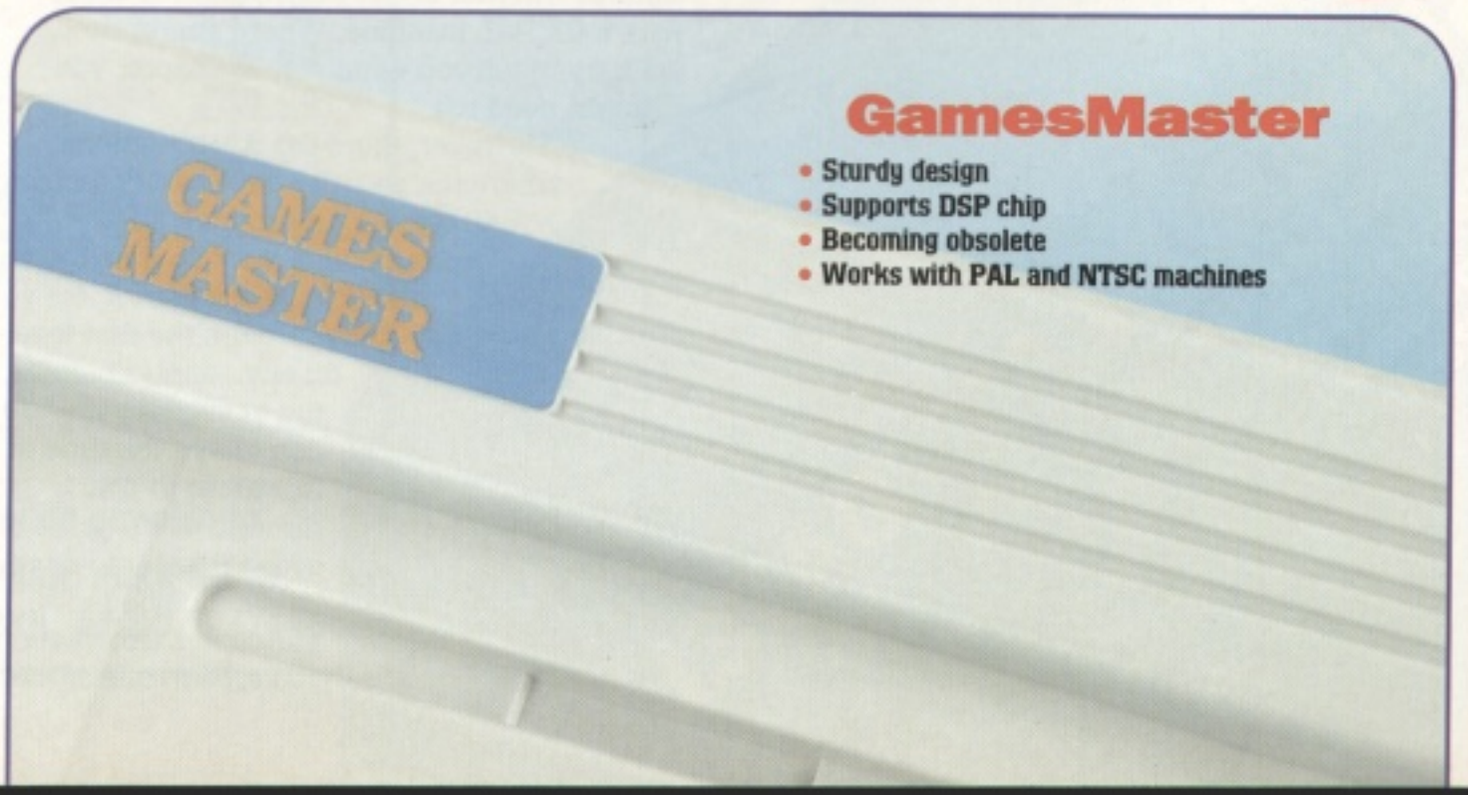
We tried to work out some new codes for more happening games, but after several frustrated hours of experimentation, we failed to produce any interesting effects. The manual that accompanies the adaptor is poorly translated from the German, and didn't give us any clues about how to get started on producing our own.

A memory card upgrade, increasing the built-in library to cover more recent games, has been promised for the near future. We'll bring you more news as we hear it. The Game Mage costs a princely £45 and is available from Golden Image UK Ltd on (081) 365 1102, or fax (081) 801 8356.

Game Genie

Strictly speaking, the Game Genie is purely a cheat cart and not an adaptor at all. It's compatible with other adaptors, however, and as it costs £34.99 that's not an unfeasible suggestion (although you'll end up with a wobbly tower of add-ons). Although it doesn't have a code-finding facility, the device comes with a book of all known cheats. A helpline operates from Monday to Saturday, (0843) 231088, and the staff can offer you codes for most games on the market. You can also send an SAE for free codebook updates, and we're now supporting the game with regular codes in Mode 7.

The Game Genie is available from all good games retailers.

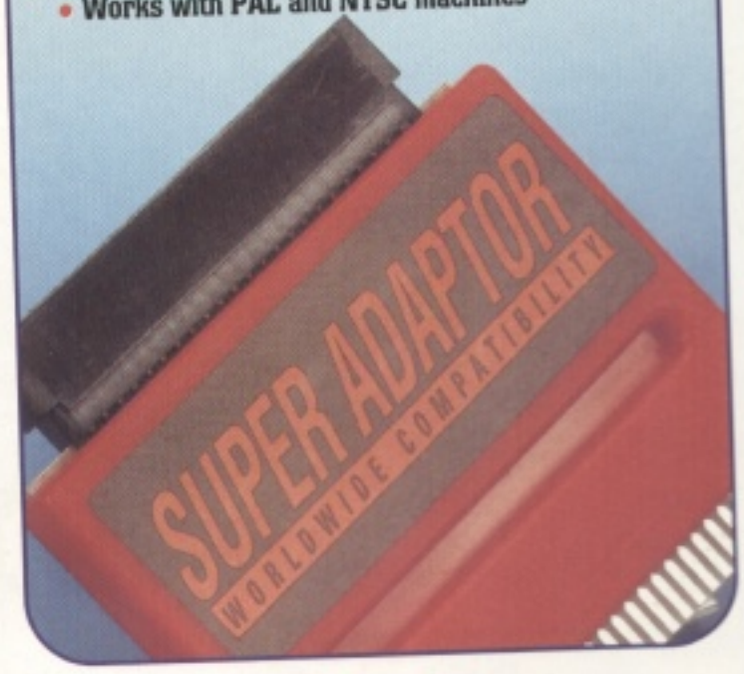


GamesMaster

- Sturdy design
- Supports DSP chip
- Becoming obsolete
- Works with PAL and NTSC machines

Miscellaneous

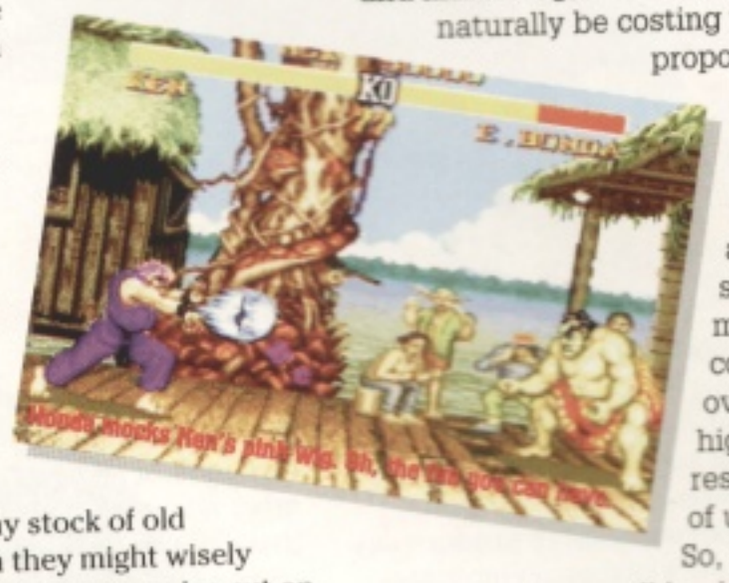
- Extremely wobbly design
- Doesn't work with *Starfox* (or any other FX games)
- Becoming obsolete
- Works with PAL and NTSC machines



Action Replay 2

There's no denying it – the Action Replay 2 has an impressively large list of features. The NTSC-only counter-measures are welcome but, in reality, many of them are simply frills added to the original device. It's doubtful, for instance, that you'd ever need to run 100 codes simultaneously. The slow-motion is erratic, and has a tendency to strobe rather uncomfortably on games like *Street Fighter II Turbo*. The Dead Codes aren't too impressive so far either, though they should mean smoother cheats without messy side-effects.

These are, as we say, the frills. What makes the Action Replay worthwhile to cheatfiends is its trainer facility, which actively helps you to find new codes for extra lives, invincibility and strange effects. As with the Game Genie, Datel also runs a weekday helpline – (0782) 745990 – to provide you with new codes and user advice if you can't find the cheat you need.



If Datel still has a healthy stock of old Action Replay devices, then they might wisely consider a generous price cut on the original models. At present, the Action Replay 2 will cost you a chunky £49.99. Contact Datel Electronics on (0782) 744707.

Yes, you can get yourself an Action Replay 2 from Datel (as featured above) for £10 less than the normal price – that's £39.99 instead of £49.99. This offer only applies with an original voucher (not a photocopy). Simply cut this flash out, and send it with a cheque or postal order for £39.99 made payable to Datel Electronics. The address is Datel Electronics, Govan Rd, Fenton Ind Estate, Fenton, Stoke-on-Trent ST4 2RS. This offer is open until 15 May 1994. NOTE: This offer applies only to mail order. The voucher is NOT redeemable at any retail outlets.

SUPER PLAY/DATEL
Action Replay 2 offer.
Send this corner flash to Datel and save £10 on an Action Replay 2 adaptor for the SNES!
Offer open until 15 May 1994

Miscellaneous

In the early days of grey imports, 'adaptor' often meant a cheap and simple device like this one (see pic left). Many of them came from the Far East (PAL is standard in Hong Kong, too), but a few models are still available from the smaller retailers. Unfortunately, they tend to be badly made, extremely wobbly and awkward to insert. They're certainly too old to cope with FX chips or NTSC-only protection. We recommend you stay well away from anything that looks as dodgy as this, even if it sells for just a few quid: in the long run you'll be much better off paying a little extra.

PROS AND CONS

The adaptor market is still an unpredictable area, despite the choice of products available. If you intend to buy old or second-hand import games then you'll find the more affordable older models of adaptor will serve your purpose quite adequately (make sure you get a good deal on one). The problems really began with the US *SFII Turbo*, so games before mid-1993 shouldn't trouble you (unless it's *Starfox*, of course).

If you are considering buying a cheat cart for current and future games, then Datel sneaks ever so slightly ahead of the competition. You'll pay for the advantages, but you have the benefit of a friendly code-finder, an information helpline and the biggest selection of cheat codes. For adaptors, the £14.99 devices from Fire and Datel are currently the best on the market.

We agree with your complaints that some of these devices are overpriced, especially given the rather short-lived nature of their effectiveness. With enterprising management and marketing, the companies involved will naturally be costing their products in direct proportion to the amount they believe you can afford. However, it should be understood that such companies are small and specialised outfits, not multi-national corporations: their overheads are relatively high, especially when the research and development of upgrades is included. So, er, you can feel proud to be supporting small businesses in a difficult economic climate (*Thanks, there, to our financial correspondent – Ed*).

SECURE ADVICE

The constant upgrading of cartridge security measures is a concern for every consumer of import games. To address this problem, all *Super Play* reviews of import games will now confirm whether or not they will work easily with a UK PAL machine. Where appropriate, we'll try to tell you what sort of adaptor you might need too.

However, there are still situations where the security devices can fool us and we can't guarantee absolute compatibility with your SNES. For example, *Mega Man X* lets you play through the first level on any adaptor before the game cuts out. We don't have the time or resources to play through every game on every adaptor to check for such devious protection. (However, if you type in one of the codes in this month's Mode 7 you'll still be able to play the rest of the US *Mega Man X* game through a normal adaptor).

The other problem is that we sometimes see early preview PAL versions of games before they are released anywhere in the world (actually this isn't really a problem, as we always strive to bring you the latest news and opinions on the world of SNES. Three cheers to top companies like Konami and Irem, for furnishing us so generously and thoughtfully in advance). It means that we can't always advise you on adaptors for the Japanese and US versions of the game, however, as these preview versions are provided specifically for our use and may be subject to minor changes. Further security options can be added to the game's code before the actual cartridge – whether UK, US, or Japanese – is manufactured.

The answer, as ever, is vigilance. If you intend to spend £50-£70 on a cartridge, then you have a perfect right to quiz the importer on its compatibility and ask them if they have tested the game through an adaptor. Explain to them how you intend to use it and what adaptor you have, and feel justified in complaining when you are dealt an unusable game. It's an unfortunate state of affairs, but you should ultimately accept that you buy on import at your own risk. Make the effort to reduce that risk.

The constant leapfrogging of technology means that new adaptors will always be rendered obsolete by new protection measures. Our suspicion is that a new security device or coded routine is already on the way: the next wave of Super FX chip games, starting with *Stunt Racer FX*, will probably carry it in an effort to beat the current batch of adaptors. At the end of the day it's once again you, the gamefan, who loses out.

Maximum overload!

Nintendo's official line on the subject of adaptors is that they can cause harm to your Super Nintendo, and using one thereby invalidates your guarantee. However, it seems that the majority of adaptor mishaps are caused by a wobbly connection, a cartridge inserted the wrong way round, or by the entire arrangement coming loose. Nintendo maintains that the extra current drawn from the Super NES to power two cartridges simultaneously is likely to blow an internal fuse, and if this was the case, then cheat cart adaptors like the Action Replay (which require power themselves) would be the most dangerous to use. However, we can speak from experience that our *Super Play* machines (which see many, many hours of continual use throughout the week) have never suffered from adaptor damage of this nature. A couple of blown fuses were caused by mains power supply problems and some techy fiddling, but we fixed them very easily by following Lewis Logaridis's Troubleshooter feature (*SP*10).

A real problem with adaptor use, as we can weepingly testify, is the tendency of battery back-up files to mysteriously vanish. Don't worry, it's an uncommon occurrence – but if you're playing something the size of *Secret Of Mana* then be prepared for a minor disaster.

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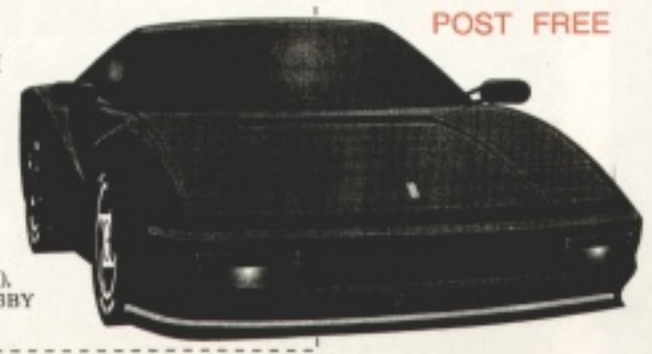


FATAL FURY

I COULD HAVE BEEN A CONTENDER

A World Championship Fighting Match is declared, and this lot enter. But won't Terry have to beat up his brother, Andy? And what of their best friend, Joe? Huh, some pals.

TERRY BOGARD

The hero, if you will, who likes to throw his baseball cap in the air after every victory. His moves include a hurricane punch, an axe kick, a ground-racing fireball and a peculiar upwards kick. A good all-rounder.

JOE HIGASHI

Joe is Terry's old friend: they often play bridge and swap decorative phone cards.

ANDY BOGARD

Andy is Terry's brother, unsurprisingly. After throwing a fireball at you he'll shoulder-charge, before whirling like a dervish and somersaulting towards your epiglottis. And that's just if he likes you.

CHENG SINZAN

A fat bloke. With a nasty perspiration problem. Cheng launches himself into the fray with his belly flop and a rolling charge, so he's a bit like Honda. Except that Honda wouldn't be seen dead in a tight green shirt and brown cords. Or red braces.

KIM KAPHWAN

Kim's from Korea. And he's so hard that he can drink boiling water straight from the kettle. He's fast, he's agile and he can charge up a flash kick like Guile's.

MAI SHIRANUI

The token female – her chest wobbles disconcertingly and, like Chun Li, she's fast but not too effective. She uses a fan as a weapon, throwing it, slashing with it, or using it to parry.

BIG BEAR

Standing two thirds of the screen high, Big Bear is the Zangief wrestling-and-throwing type. His shoulder charge gets him in very close, quickly, for a range of suplexes and piledrivers. Slow, but hard, he's good to start the game with.

JUBEI YAMADA

He's very spritely for his age. He likes to throw a discus (of bread or some other foodstuff, we think) from a distance, but his most annoying move is to grip you by the waist and kick your shins.

2

Japanese Release

Game: Fatal Fury 2
Publisher: Takara
Developer: In-house
Price: £59.99
Release: Out now
Players: 1 to 2 simultaneously
Cart ROM: 20 Mbit
Adaptor: Any
Game supplied by:
Zap Computers (0532) 590077

A knockout tournament, a two-player head-to-head, two bonus stages, eight player characters (one female), four bosses, a host of exotic locations all over the globe, myriad special moves and power combos – stop me if this sounds familiar, will you?

The first 20 megabit game since *SFII Turbo* has reached our shores and – yes! – it's a beat-'em-up. The fight is on, but who will win?

This little screen shows who you've beaten in black-and-white. Familiar, eh?

When your energy bar starts flashing you can perform a special killer move, like the Rage Gauge in *Tourny Fighters*.

BI-PLANAR BASH-UP

True to the Neo Geo version, this sequel includes the effect of having two planes: you can jump into and out of the screen with the R button. It's great for dodging missile attacks, and makes the game much more interesting.

This bit was designed by men, I'll wager...

On Jubei's screen you can hide behind these paper screens, or leap through them with a flying kick. Smart, huh?

THE BOSSES

Four mean-looking heavies stand between you and ultimate victory. Billy Kane, your traditional British thug; Axel Hawk, a boxer; Laurence Blood, a Spaniard; and Wolfgang Krauser, the metal-booted Neo-Nazi type. If you ask me, they look mighty familiar. There's no option to control them yourself, but we're willing to bet a cheat exists.

Being a matador, he's lithe and has a sword. Isn't that cheating?

LAURENCE BLOOD

AXEL HAWK

A real heavyweight, but slow and dull on easy levels.

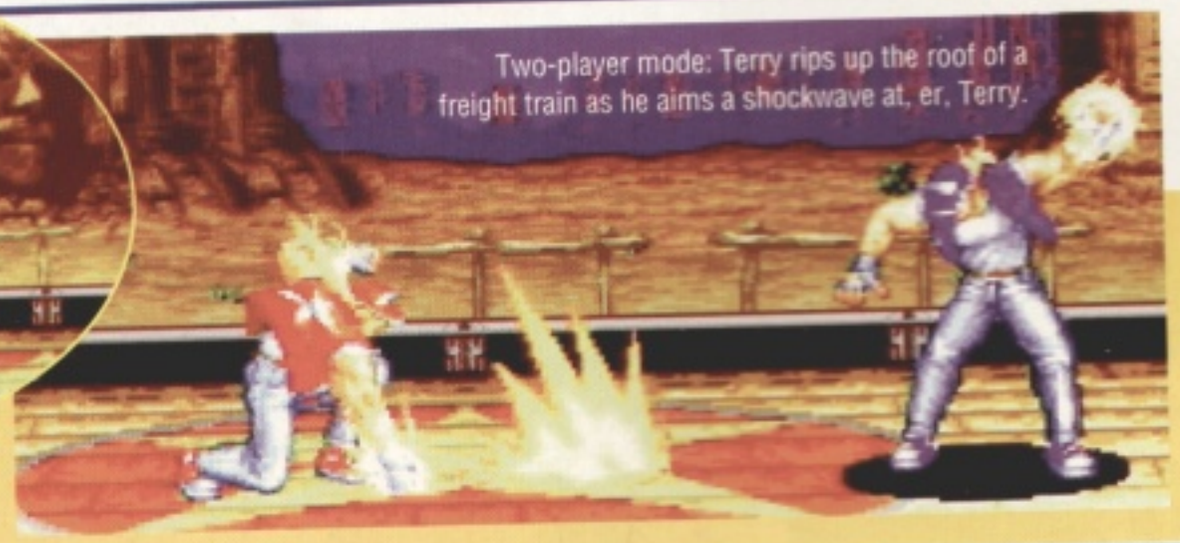
A teutonic terror, this bloke, with more moves than Kasparov.

WOLFGANG KRAUSER

In the cogs and wheels of London Bridge, Billy spins his hefty quarterstaff at Bear.

BILLY KANE

Mount Rushmore sneaks in at the end of Terry's train-top stage.



Two-player mode: Terry rips up the roof of a freight train as he aims a shockwave at, er, Terry.

ONLY IN JAPAN

Well, it just goes to show the cultural difference in our appreciation of video entertainment. The Japanese thought this game (and the *Fatal Fury* story in general) was especially worth raving about, and over there you won't just find the usual magazines and dedicated player's guides for *Fatal Fury 2*. Posters, comics books and other merchandise – including copies of Terry Bogard's baseball cap – can be purchased by *Fury* fanatics.

We've even watched the OAV (original animation video) based on the games*. It's a short, lightweight tale with a clichéd plot and bone-cracking fight sequences aplenty (we didn't need to speak Japanese to know what was going on), but it conveys the appeal of the characters quite effectively. This could well be the clue to *Fatal Fury*'s success. Whilst we in the West are continually comparing every beat-'em-up to *Street Fighter II*, the Japanese are more content to take each one as a separate game with individual merits. They also like having different sets of characters to make up stories about, and *Fatal Fury* has a strong (if you'll pardon the pun) set of fighters.

The upshot is that the Neo Geo version was certainly worthy of this attention, but for us Super Nintendo owners I'm afraid it's all been something of a disappointment.

* Contact Project K on (0850) 911682 if you're interested in getting hold of the video.

BEST OF THE BEST

That revamped one-on-one beat-'em-up league table in full...

1 Street Fighter II Turbo
Nothing else comes close.

2 Street Fighter II
Quite old now, but still better than the rest.

3 Turtles Tournament Fighters
A surprise entry with the right feel. With turtles, though? Blimey.

4 Mortal Kombat
Incredible digitised graphics, marred by slow and flawed moves.

5 Fatal Fury 2
Does better than most, but we are well into the second division now.

6 Clayfighter
Smart graphics, but very gimmicky: the novelty quickly wears off.

7 Dead Dance
Atmospheric stuff with a bizarre scenario and freakish fighters.

8 Ranma 1/2
Lush graphics from the anime series, but the characters are unbalanced.

9 Dragon Ball Z 2
Wild planet-busting superhero combat with awkward moves.

The 'Oh Dear' Collection

World Heroes, Art Of Fighting, Brass Boss, Power Athlete, Combatribes, North Star Ken 6, Super Bikuri Man, PitFighter, etc, etc – about as much fun as a George Formby double-bill. Avoid.

GOOD, BAD OR UGLY?

What went wrong?

Basically, the coders at Takara have blown it again. They've taken a perfectly good Neo Geo game and created a slow, patchy Super Nintendo version that really doesn't warrant the attention it received in Japan.

That's not to say that *Fatal Fury 2* doesn't have some good elements. The taunts and jibes that the characters exchange across the screen are amusing in a simple manner, and the backgrounds give a better sense of location than most fighting games. I was also taken with the little details in the animation – watch Mai crawling forwards with her fan between her teeth, or Jubei kicking his clogs off, and you'll see where all the memory has gone.

The real problem with the game (and with Takara translations in general, as I see them) is that the conversion attempts to reproduce the entirety of the arcade game on a much simpler machine. Surely it would have been better to concentrate on the actual gameplay of the original – working on the speed and inertia of the moves until they feel smoother and more intuitive – and ignoring the finer details. In the long run, a few compromises of this nature might have resulted in a better beat-'em-up all round. For example, the sprites might look good on a high-definition Neo Geo, but on a SNES you need to use more outlines and basic shading: the character's faces and finer details often blur into the surroundings.

Let's face it: every new beat-'em-up is inevitably (and rightly) compared to *Street Fighter II*. *Fatal Fury 2* falls short of the mark. If you're a hard-line one-on-one combat aficionado, then the next thing you need to know is its place amongst the clones, and *FF2* settles somewhere in the *Dead Dance* region. It's quite fun, with a little bit of depth, but it's nowhere near what you should expect.

● Zy Nicholson

GRAPHICS	SOUND	GAMEPLAY
82%	75%	79%
GAMELIFE	OVERALL SCORE:	79%
74%		

VERDICT: Not very fatal and certainly not furious, but it has its moments. As you can guess, it's NAGA*SFII.**

* Not as good as *Street Fighter II* – a handy abbreviation invented by Jonathan Davies for just such an occasion. We'll be using it again soon, I daresay.

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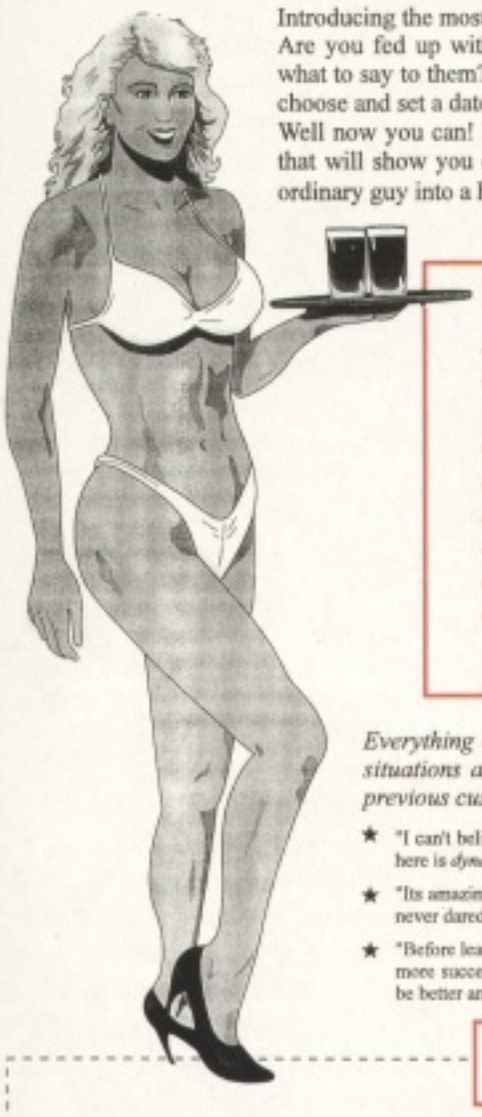

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- How to make girls fancy you without even trying.
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Mad Max **continues to influence video games. But will Namco's latest effort gain the cult following that the original movie did?**

US Release

Game: Battle Cars
Publisher: Namco
Developer: In-house
Price: £49.99
Release: Out now
Players: 1 to 2 simultaneously
Cart ROM: 8 Mbit
Adaptor: Most. Tested with GamesMaster, Fire and Datel
Game supplied by:
Zap Computers (0352) 590077

BATTLE CARS

MY KIND OF PEOPLE

The local champions are an odd breed to be sure. Unlike the other vehicles which appear throughout the game, theirs can't actually be destroyed. But they can be rammed, blasted and jumped on, to stall them as you make a dash for the finish line. And here they all are...

BUFFED BACHMED

Buffed by name, buffed by nature. He has his head polished every Tuesday, you see.

MANIACAL MARIKO

Now that's what I call an adversary! Even if she does drive a car with only three wheels.

METALHEAD MIKE

Mike displays a bizarre fondness for metalware. Rumour has it he wears chainmail socks.

DOCTOR DIANA

Diana quite obviously can't afford a Remington Ear-And-Nose trimmer. Lovely girl, though.

There's a lot of water there. Perhaps the populace ate too much and sank parts of the world. Who knows?

GOOD, BAD OR UGLY?

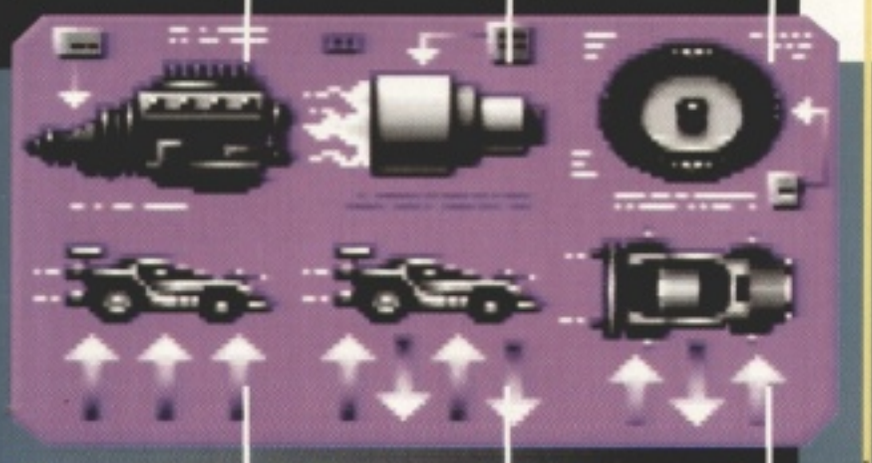
Much has been set to celluloid in an effort to portray the world of sport in the future. From James Caan's rollerskating exploits in *Rollerball* to Sly Stallone's heightened pedestrian awareness in *Deathrace 2,000*, all sports depicted in sci-fi flicks contain a prevalent theme: violence.

And *Battle Cars* is no different. Survivors of the devastation brought about by a combination of global warming and global warfare in the 21st century have demanded a new sport to reflect their aggressive age. Thus, *Battle Cars* was born. Apparently.

The objective is to drive between two points in what the game calls a 'cross-country' stage, accumulating credits and cash by beating the clock and wasting opponents en route. It's then onto a straight race against the 'local champion' – who eats babies and spanners for breakfast and drives a car fashioned out of pure titanium. Hardly a spectator sport though, is it? I can't imagine any crowd wishing to come within a mile of

SENSIBLE SHOPPER

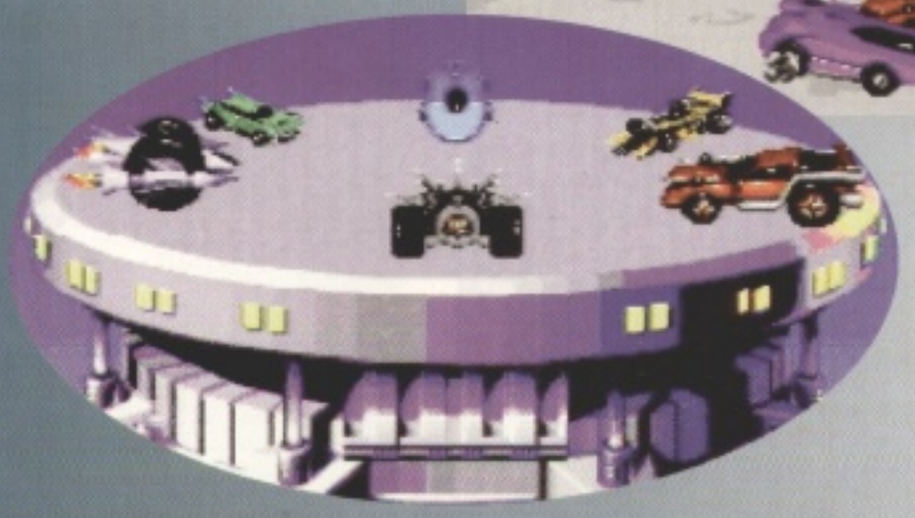
Credits and cash gained throughout the racing action can be put towards extra bolt-on bits and pieces, or saved up for that lawnmower you've been hankering after. Maybe.


This option allows you to go faster. It's an engine, you see. Very handy, oh yes.
The turbo offers higher top speed and is worth powering-up early on.
Tyres are worth some expenditure. (Good as plant pots later on, too.)
Jumps aren't really worth bothering with. They aren't vital during racing.
Shocks are only worth powering-up if you intend to use the jump facility.
Be ready to spend lots of cash on 'dampners'. They nullify forcefields.

In my opinion the most useful weapon is this homing missile.
But the manual claims this frisbee-like disc is the tops. Pah!
Though we all agree that this spiky grenade effort is completely rubbish.

Above: Metal spikes have no effect on inflated rubber tyres. Hmm.

Below: The head-to-head option in all its, erm, glory. See what I mean about the backgrounds? Scandalous, it is. Fun for a bit, though. A very small bit.



Left: The car selection screen is a bit lacking. I mean, where's the oily assistant offering a test drive eh? Eh? EH?

WEAPONS OF WAR

Along with understanding the behavioural characteristics of the cars, effectively unloading weapons is the key to success in *Battle Cars*. So let's have a peek at 'em.

Right: Homing missiles, er, home in, effecting 1/3 damage.

Above: Discs cause 2/3 damage, but need to be aimed.

Left: Causing 1/3 damage to enemies, the grenade looks like a deep sea mine. See? Rubbish.

the brutalities which transpire within the blurred boundaries of this so-called sport. Not without some pretty substantial protective headgear, anyway.

Disbelief aside, my enthusiasm to play *Battle Cars* was such that I discarded the instructions and jumped straight into the game. After all, I thought, it's a driving game, it's going to be all left, right, accelerate and brake, standard *Mario Kart* stuff. And it certainly seemed to be, until I reached the fourth level, where I found myself bouncing all over the shop and simply not able to negotiate corners with the ease which opposing cars seemed to. So I did what we all do, dug the instruction booklet out from beneath a messy pile of other game-related stuff and read it from cover to cover.

It turned out that there were plenty more controls at my disposal than I'd ever suspected. Like the ability to reverse (a handy spin-around technique for blasting enemies lurking behind), jump (obvious effect, but can be souped-up), perform airborne reverses (a tricky-to-pull-off combination of the two previous techniques), side-swipe (the classic ramming-from-the-side manoeuvre), and perform slow, medium and hard turns. It all looks a bit daunting on paper, and it *does* take a while to take every tactic on board, but mastering them imparts a distinct sense of achievement, making it all worthwhile. So credit is clearly due to Namco for producing a driving game with – gosh! – a degree of depth.

It's a shame that the limitations of the Super Nintendo have been responsible for the weakest aspect of the game. The one-player mode is pretty good, Namco have struck a fine balance between the number of cars on screen and speed, but the split-screen head-to-head mode is a real let-down. Remember how much fun *Rock 'n' Roll Racing* was against a human opponent? Now dilute that by about half and you'll get the 'fun factor' offered by the two-player mode in *Battle Cars*. All the other cars but one are removed, and playing takes place on a track suspended in blackness, completely unlike the colourful one-player environment which is very reminiscent of *F-Zero*.

Mario Kart's supplementary DSP chip meant it had no problems handling a two-player mode which was as complex as the single, but without the aid of extra chippage, *Battle Cars* falters badly in its execution of all-important two-player action.

If it wasn't for that quite major slip, I would probably be giving this a fairly lofty thumbs-up. As it is, I've got to keep my thumbs firmly where they are and instead recommend *Rock 'n' Roll Racing* or *Super Mario Kart* for two-player racing action.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
83%	64%	80%
GAMELIFE	OVERALL SCORE:	73%
67%		

VERDICT: An odd cross-pollination of *F-Zero* and *Rock 'n' Roll Racing* which works well as a one-player game, but drops far short of the mark in two-player mode.

Some of the best fun is to be had in identifying the star-studded cast – study this background to see how many you know.

HARE BRUSH

We thought the artistic involvement was going to be clever, self-referential and vaguely post-modern. It's not.

An artist's brush, filled with Rolf's magic paint, daubs away as the snow-covered plains sweep majestically across the screen.

The artist then lowers a little alarm clock to rouse our bunny pal from his hibernatory slumber.

Unsurprisingly, we get a 'What's up, Doc?' sample.

When Bugs bites the dust later on, our artist is on hand to remove him with an eraser.

After much experimentation (and no help from the game) you'll finally suss out how to stop this boss. Unfortunately, that carrot at the top is your energy bar, and those bullets are no dum-dums. (*You're fired – Colonel Remington.*)

Oooh, that wascally wabbit!

US Release

Game: Rabbit Rampage
Publisher: Sunsoft
Developer: In-house
Price: £52.95
Release: Out now
Players: 1
Cart ROM: 12 Mbit
Adaptor: Any
Game supplied by:
Dream Machines (0429) 869459

BUGS BUNNY: RABBIT

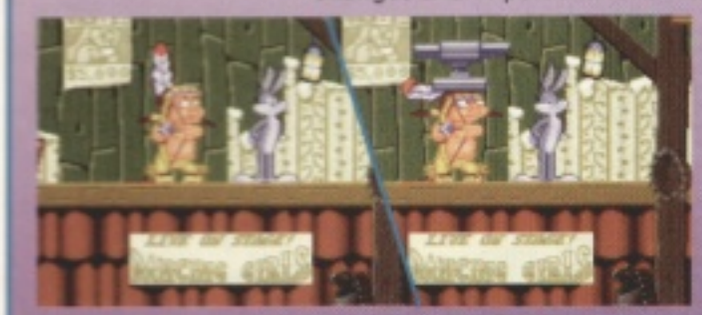
We're in the Wild West, but who's that cowpoke? Yosemite Sam doesn't turn up till Level 5.

BUGS RAMPAGE

THE ACME CATALOGUE

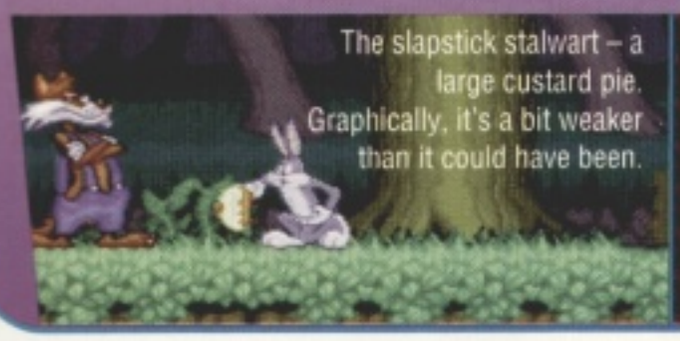
When a toon character needs some material assistance, you can bet your bottom dollar on the Acme company providing an amazing and unreliable invention for just the occasion. Let's rifle through the crate of collectibles, shall we?

Possibly the best of the bunch – but why isn't Bugs dressed as a matador? His costume changes and impersonations were the best bits, but they're sadly neglected here.

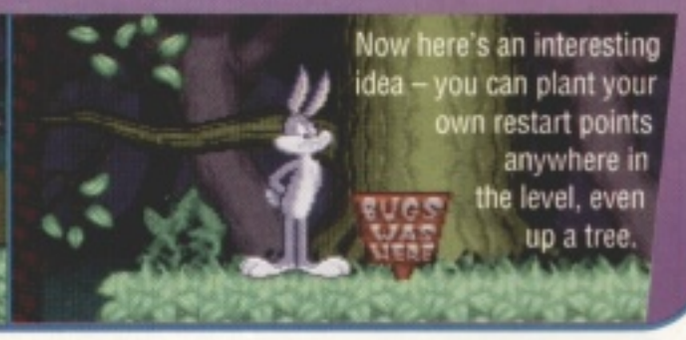


Hiawatha, Lowawatha – the Acme Target is guaranteed to attract large and implausible metal objects from the sky.

Ah yes, just plant this tasty bone on the ground and wait nonchalantly for Rex to pick it up. Then watch it hilariously explode. Acme product, humourous nadir.



The slapstick stalwart – a large custard pie. Graphically, it's a bit weaker than it could have been.



Now here's an interesting idea – you can plant your own restart points anywhere in the level, even up a tree.

Bugs Bunny Boots Best Britches of Beastly Boss – there'll be some huffing and puffing after this incident.

GOOD, BAD OR UGLY?

Call me stupid if you wish, but I was expecting a little more from *Wabbit Wampage* (as it was supposed to be, and ought to be, named). I love Warner Brothers cartoons from the late '30s and early '40s – I'm a purist in these matters – so I grabbed Bugs firmly by the ears when he arrived in the office.

The code for the game takes up 12 megabits, but what exactly do we get? Well, gamefans, you have the traditionally generous three guesses. Yes, right first time – we get another scrolling platformer in which Bugs walks right and jumps on people's heads. Sigh.

Let's be positive, to start. There are lots of little frills in the game, some new ideas, and the Warner Brothers look is captured with reasonable success. The Acme gadgets spice up the action and give a more cartoony feel, and Bugs has quite a few moves at his disposal. It's a bit funnier than Daffy Duck exclaiming 'Mother!', and... and...

Enough! I've been too kind already. On the whole, *Bugs* has that not-quite-finished feel of other Sunsoft games. For some reason the Acme gadgets can only be collected once and never reappear, even if you die, even if you lose all your lives and continue. On the other hand, your opponents 'reset' and you have to fight through a full complement every time. Except, of course, you eventually run out of Acme gadgets to fight them off: with the result that the going gets nonsensically tougher on each attempt. And as far as sprite collision goes – oh lawks, let's just say it's a complete mess, shall we? It makes *Bugs* a real challenge, but in terms of gamelife you'll be sorely tempted to give up through sheer frustration.

The bottom line is that it just isn't that much fun to play. Once you've seen your favourite characters like Elmer Fudd and Yosemite Sam, and fought them as bosses, you'll wonder what else *Rampage* has to offer. Nothing, I'm afraid. A cursory bit of sampling and the *Merry-Go-Round Broke Down* tune doesn't capture the true flavour of Bugs, and underneath the graphics you'll find the same old Sunsoft game being trotted out. Spend the money on a stack of videos and watch Bugs and Elmer camping it up as Siegfried and Brunhilde in the classic Wagnerian romp *What's Opera, Doc?* Now that was big, clever and funny.

● Zy Nicholson

GRAPHICS	SOUND	GAMEPLAY
80%	60%	55%
GAMELIFE	OVERALL SCORE:	
65%		58%

VERDICT: Despite the extra megabits this is just another mediocre Sunsoft platformer riding on a popular cartoon licence. And th-th-th-that's all, folks.

An authentic LED display thing!

Just like the real thing! Almost.

This happens if you're crap.

And this happens if you're not...

... it engages the multi-ball bit.

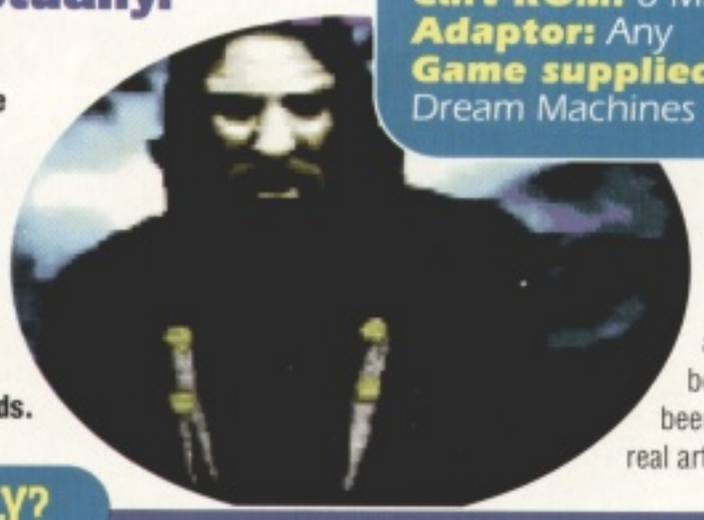
SUPER PINBALL BEHIND THE MASK

Another month, another pinball game. But wait! – this time it's in 3D. And it's got dazzling graphics and everything! Well, not quite everything, actually.

Japanese Release

Game: Super Pinball
Publisher: Meldac
Developer: In-house
Price: £64.95
Release: Out now
Players: 1 to 4
Cart ROM: 8 Mbit
Adaptor: Any
Game supplied by: Dream Machines (0429) 869459

Some people argue that, like fruit machines, pinball games were never meant for simulation, and should stay down the, er, arcade, where they belong. That's rubbish, but I don't think this will change their minds.


The almost airbrushed quality of the tables' appearance is because they've been digitised from real artwork. I think.

GOOD, BAD OR UGLY?

Blimey. It was only last month that I was complaining about the problems apparent when reproducing pinball as a video game. And now *Super Pinball* pops up its distinctly spherical head and offers a solution to one of the problems – by slapping the whole table surface onto a single screen. The action is rendered in a kind of pseudo-3D, so it appears almost as a real table would, and it certainly supports the illusion of 'real' pinball better than *Jaki Crush* and *Pinball Dreams*.

But the achievements made in appearance have been traded off against content. Visually, the table 'backdrops' are spectacular, but where are the bonus sub-games? Or the moving 'novelty' themed bits? Or the steelwire channels? All staple components of '90s pinball tables and all, sadly, not here. Consider the completely free-form nature of video game pinball and you'll realise how much opportunity is available to developers when producing stuff like this. And how much of that opportunity is used? You know the answer to that.

Simplicities aside, it does play a flipping (sorry) good game of pinball. The ball behaviour is spot-on, always performing as expected and shrinking convincingly as it nears the back of the table, in keeping with the '3D' environment. It gets a touch laughable, though, when the multiball bonus feature (yay!) comes into effect. It's surprising to get only two balls, but when the game proceeds to grind to a near halt, in an attempt to calculate the behaviour of just two, you realise the sacrifice had to be made. You, of course, have to adjust your reactions and playing speed to match, and it breaks up the flow of what is otherwise a velvety smooth experience.

Meldac deserve a round of applause for the exemplary parts of *Super Pinball*. But they also deserve a quiet talking to, to make them understand that limited efforts, painted over with an exquisite exterior sheen, are not wholly acceptable and can't be recommended with conviction.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
87%	68%	77%
GAMELIFE	OVERALL SCORE:	73%
65%		

VERDICT: Lovely to look at, decent to play, but as limited as a guitar with only one string.

SUPER CUP SOCCER 2

Here at *Super Play* we feel that there should be some legal restriction on the use of the word 'Super'.

Jaleco's latest foray into the jumbly world of SNES footy sims adopts an above-and-behind view which zooms in and out. Forget trying to use any tactics you may have developed playing *Striker* et al, this is a completely different ball game. Er, Brian.

A penalty! That's right, blast it straight down the middle.

Japanese Release

Game: Super Cup Soccer 2
Publisher: Jaleco
Developer: In-house
Price: £59.95
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 4 Mbit
Adaptor: Any
Game supplied by: Dream Machines (0429) 869459

Here, we're selecting to play as Weles, apparently.

One of those glorious vollies flying into James' net.

No 9 often struggles to forget his circus upbringing.

GOOD, BAD OR UGLY?

You've got to have sympathy for the Japanese where football's concerned. The sport exploded over there last year to the point where *half the country's population* watched their final match in the World Cup qualifiers. And their opponents, Iran, scored the crucial goal in the last minute of the game, meaning Japan wouldn't be going to the finals in the US in 1995. The commentators covering the event on live television openly wept as the curtain went down on their country's dream. True.

So, what they haven't achieved on the stage of world football (and that's football, not soccer, thanks), they're attempting to make up for in video game footy terms. Perhaps. I mean, I've just counted at least eight footy games which were developed in Japan, but they *still* keep chugging them out. And I've got to say I don't think there's room for many more, what with *Kick Off 2*, *FIFA* and *Empire Soccer* imminently due.

In an overcrowded market, we ought to ask what *Super Cup Soccer 2* has got to offer over the other games already out there. And the answer is, er, not a great deal, actually. One area which *is* handled well is the 'aerial' action. With a bit of practice, players are heading balls like bullets and stuffing spectacular vollies into the net with ease. Oh, and there's the muffled 'Gooooaaal!' shout from the commentator, which is quite amusing. But that's it, everything else has already been done better elsewhere.

The Mode 7 pitch view ranges from being effective – when the ball's rolling across the turf – to confusing – when the ball gets booted high into the air, growing in size as the pitch shrinks below and somehow looking like it's travelling in the wrong direction. There's a workable two-player option and selections available for a full Cup run, but they're only average.

Perhaps next time the Japanese have a go at producing a footy sim (and that'll be soon, no doubt), they could put aside some time to examine all of the factors which make Western versions better than their efforts. And learn from them.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
72%	56%	61%
GAMELIFE	OVERALL SCORE:	60%
57%		

VERDICT: Yet another Japanese football simulation which offers very little in its bid to beat the hordes of contenders already out there.

Japanese Release

Game: Suzuka 8 Hours
Publisher: Namcot
Developer: In-house
Price: £64.95
Release: Out now
Players: 1 to 2 simultaneously
Cart ROM: 8 Mbit
Adaptor: Any
Game supplied by:
Dream Machines (0429) 869459

You'll spend most of your initial playing time 'enjoying' sequences such as this. *Suzuka 8 Hours* is a high-speed motorcycling game, you see. With a distinctly awkward control method. As with all worthwhile activities, perseverance is the key.

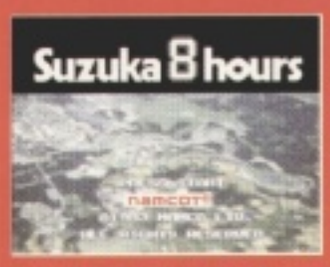
SUZUKA 8 HOURS

Motorcycle racing must be the most under-realised game theme on the SNES. Developed from the arcade original, *Suzuka 8 Hours* attempts to redress the balance.

LEAN ON ME

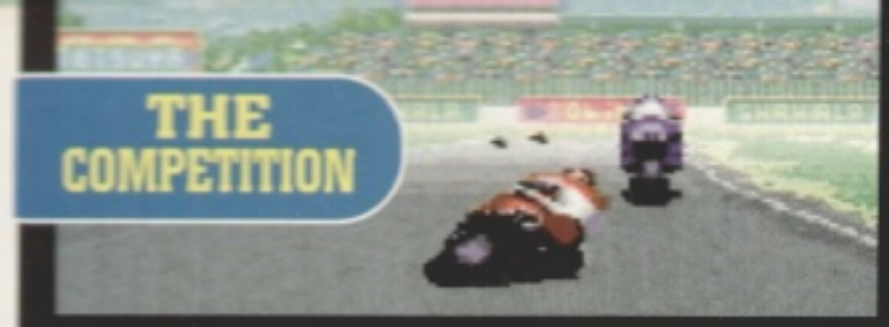
Suzuka 8 Hours' **control method consists of a combination of the L and R buttons and the actual left and right on the D-pad. The idea being that a soft, drifting turn (useful on straights at high speed) can be effected, as well as the standard full knee-scraping-tarmac lean. Drift turns behave as expected; take your finger off the controls and your biker will automatically 'right' himself. Lean turns are different because you have to manually 'right' your biker. It takes ages to learn the technique, even after hours of playing it's not uncommon to exit a sharp turn at speed and then career off the track into a (flat!) barrier.**

GOOD, BAD OR UGLY?



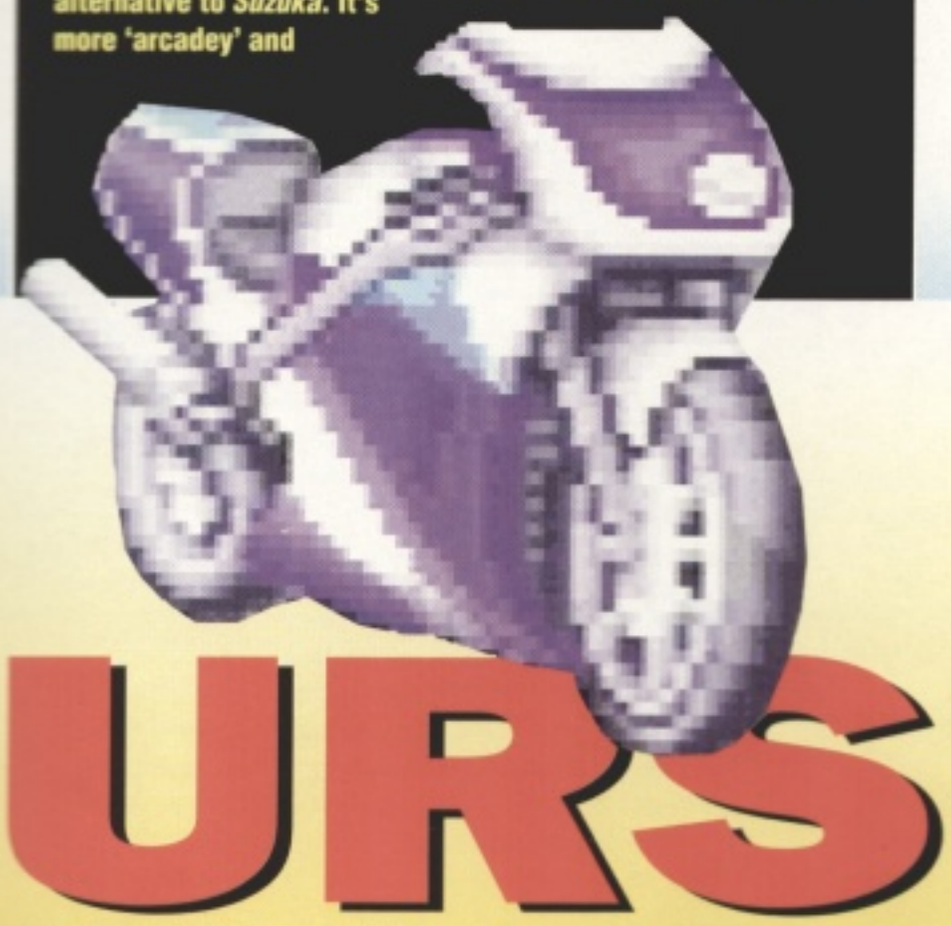
You'll probably know this game already from our preview back in issue 12. Or maybe you know it from witnessing countless Sierra-owning dads perched astride the arcade original, re-living their childhood fantasies. *Suzuka* was a popular machine because it was *really* interactive, you sat on the imitation bike and steered by chucking it around, instead of using a joystick or a weedy set of handlebars. And, of course, the swankier arcades had the brilliant four-player versions too. But strip away all the trimmings and what's left? A no-great-shakes racing game, that's what.

And that's the problem with the SNES version. Without the gimmickry available in the arcades, Namcot have fallen back on that



THE COMPETITION

SNES-owning would-be bikers must be pretty cheesed off with the lack of titles covering their fave motor sport. *GP-1* by Atlus (now available officially – see New To The UK on page 62) is the only current alternative to *Suzuka*. It's more 'arcadey' and easier to get into because of its 'standard' control method, but doesn't have the full complement of other bikers in the head-to-head mode which *Suzuka* has. It's a better game than *Suzuka*, but not by much.



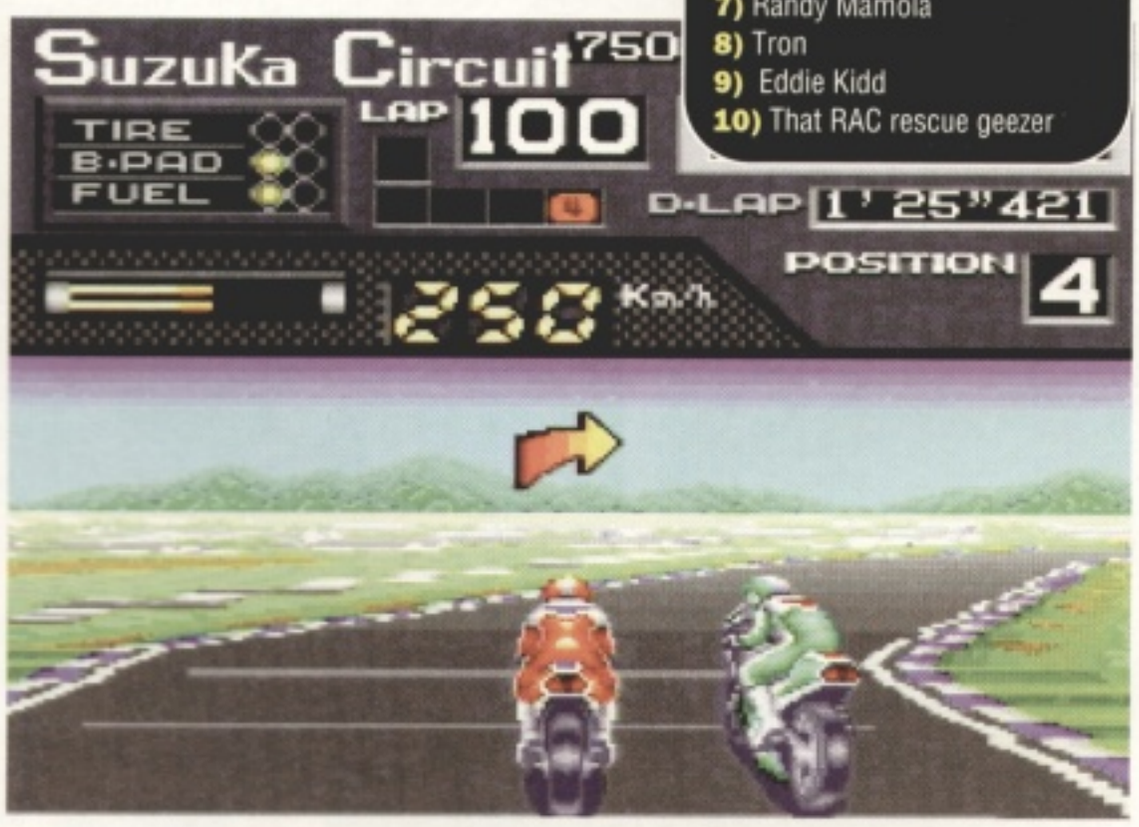
SUZUKA 8 HOURS

Left: And now ladies and gentlemen, The Astonishing Appearing Tunnel Trick.

Right: Ta-daa! Seriously, though, this sort of thing is inexcusable on the Super Nintendo.

Suzuka 8hours
RACE RESULT
RIDER LAP TIME
1 TONY 6 02' 34"24
2 DAYTONG 5 00' 29"34
3 GUARDER 5 00' 49"92
4 SPANKER 5 00' 51"92
5 MAGNET 5 00' 55"42
6 BEAUTY 5 01' 22"74
7 MCKEND 5 02' 08"89
8 SCHWATCH 5 03' 12"96

Above: Solid proof that having a daft name can't guarantee success. 'Spanker' indeed. Below: Yes, I really *did* play 100 laps worth. Honestly, the things I do in the pursuit of video game analysis. Tch.



TOP 10 TOP BIKERS EVER

Ah, motorcycling, the wind whisking through your nasal hair, the flies in your teeth, the engine oil on your best 'going-out' slacks, there's simply nothing like it. So, er, here's a list of people famous for their motorbiking endeavours.

1) Evil Knievel
2) Marlon Brando in *Easy Rider*
3) Barry Sheene
4) Kaneda
5) George Roper
6) The White Helmets Display Team
7) Randy Mamola
8) Tron
9) Eddie Kidd
10) That RAC rescue geezer

faithful old chestnut; the Mode 7 track routine, giving a playing area which is flatter than a traditional Shrove Tuesday celebratory dish. So the dips and banks of the original have gone out of the window, along with any trackside obstacles to avoid. It wouldn't have been impossible to produce a closer conversion – Gremlin used clever conventional techniques (rather than Mode 7) to effect a convincing undulation effect with roadside trees and lampposts in *Top Gear 2*. *Suzuka* is just a case of lazy programming, and as a result, a yawn-peppered experience.

A common fault with racing games is the lack of speed which they manage to convey. *Suzuka* is a typical offender, even at 260 kph you would be forgiven for suspiciously eyeing the rearview mirrors, looking out for approaching milk floats.

And the tunnel effect? Oh, how our sides ached as we witnessed what must surely rank as the poorest example ever. Rounding a corner, it flickers up, darkens the screen and is gone again in an instant. It only appears once in the whole game, on the Suzuka circuit itself, but that's more than enough.

Oh dear. I seem to have spent most of this issue giving games deservedly sound kickings and this is turning into another session. It's getting tedious though, so for a moment, let's try to be really positive and identify the good points of *Suzuka*: the somersault which your biker unwillingly performs after high-speed collisions; the digitised stills dotted throughout; um, the music on the name entry screen... Sorry, it's difficult, the words 'straws' and 'clutching' spring to mind.

In summation, the game's main flaws are its simplicity and dullness. But perhaps Namcot are aiming the game towards a simple and dull audience. There is, after all, an option offering eight real-life hours (!) of racing around the same circuit of grey tarmac. If that prospect appeals, then by all means buy this.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
69%	65%	58%
GAMELIFE	**OVERALL SCORE:**	
50%		59%

VERDICT: The title promises much, but the execution is severely flawed. It's slow, hard to get into and just lacks any freshness at all.

***Another* fighting game? Why all this violence? Why not release a bicycle-touring game, where you could stop for picnics and things? (*Because it wouldn't sell – Ed.*) Oh.**

RUSHING BEAT 3

Japanese Release

Game: Rushing Beat 3
Publisher: Jaleco
Developer: In-house
Price: £64.95
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 8 Mbit
Adaptor: Any
Game supplied by: Dream Machines (0429) 869459

Jimmy's nationality is never made clear, but his 'Glasgae Kiss' demonstration is a bit of a giveaway.

Enemy's-gloved-fist-meets-bare-chin action.

'Quick, I'll cover his eyes and you go for his wallet while he can't see!'

Jimmy's dietary habits often pay dividends in the heat of combat.

'Heartless brutes! Can't you see that under this slimy exterior, there's a gentler side? There, there.'

A MOTLEY CREW

Four worthy warriors, all togged-up for action and well-versed in the now-compulsory art of 'special' moves.

DICK

Dick's a bit of an all-rounder (isn't there always one of these?). His special attack makes his hair stand on end.

ELFIN

The token female who's forsaken knitting and taken up fighting. Good special move, though.

JIMMY

Apart from looking like an extra from a Hammer B-movie, Jimmy holds the key to this electricity-bolt attack.

KYTHRING

An odd, but splendidly realised, flaming tiger attack for our Ky. And he's got a skill haircut – like the Colonel in *Akira*.

GOOD, BAD OR UGLY?

In recent years, I've developed a belief that coin-op manufacturers aren't what they used to be. I remember playing Konami's *Juno First* years ago in a greasy roadside cafe, which was popular with us fickle young fops at the time. After much practice, I honed my playing skills to the degree where I could play literally all afternoon, in exchange for a single 10 pence piece. And it was the same with all games; you could play for as long as your ability allowed. Then, games such as *Final Fight* came along and changed all that. To make any serious progress through the game you had to relentlessly 'continue', feeding the machine with extra cash as you went. I would assume that designing a game in that fashion brought in the dollars. Personally though, having poured at least eight or nine pounds through a coin-op like Konami's *X-Men* to reach the end, I never even contemplated touching it again. It had no *replay* value.

And it's the same with *Rushing Beat 3*. You walk along for a bit, and the bad guys come into view. You get the first couple of punches/kicks in, then they do the same back. Having dispatched that group, you walk along a bit further, and you get some more to deal with. And you exchange more blows, until *they* fall over, flicker, and die. Eventually *you* die, and, knowing full well that you're not going to do much better next time if you start again from scratch, you use the continue option. Right through to the end of the game.

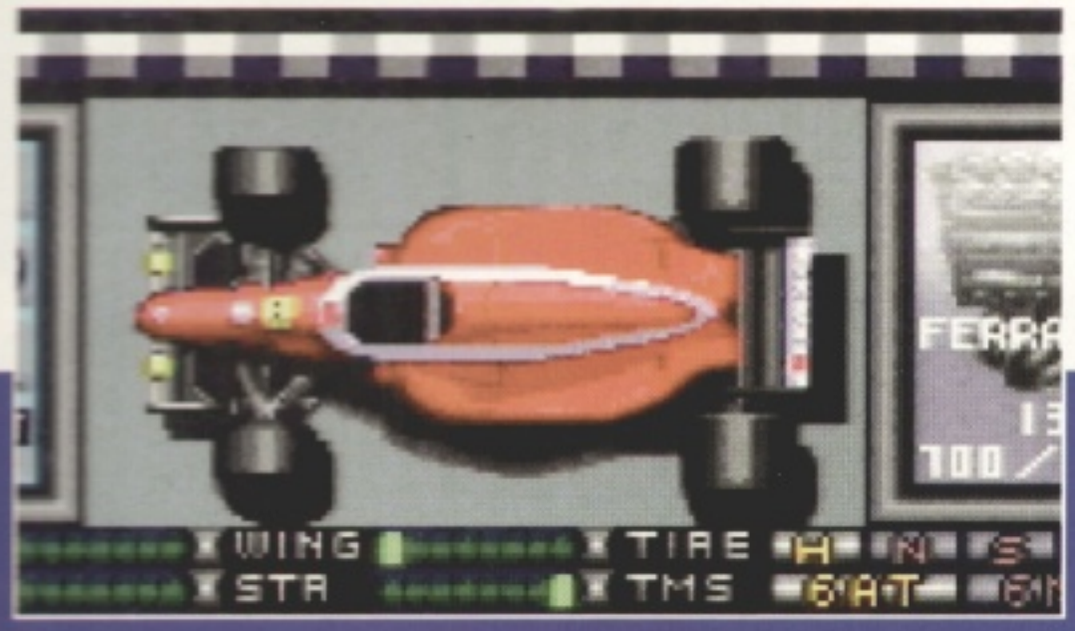
As you can no doubt tell, I'm not a huge fan of side-scrolling beat-'em-ups. It's not that I don't appreciate the work that's obviously gone into *Rushing Beat 3*, the mechanics behind the combat have been engineered particularly well; the action comes thick and fast but you always feel in control, violently dislocating limbs and slamming noses into tarmac as if you were born to do it. However, the whole thing never really gets out of first gear – the irritating humdrum feel of side-scrolling beat-'em-ups constantly restrains it.

If you're considering buying *Rushing Beat 3* then you probably enjoyed playing games like *Batman* and *Final Fight*. And that's fine, I won't further attempt to dissuade you from the genre. I would advise, though, that you give this particular example a miss and wait for Taito's *Ninja Warriors*, which looks terrific. Well, as terrific as a side-scrolling beat-'em-up could possibly look, anyway.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
77%	70%	75%
GAMELIFE	OVERALL SCORE:	66%
45%		

VERDICT: It doesn't look too bad and certainly plays well enough, but it's got all the lastability of an M & S prawn mayonnaise sandwich.



Left: A shiny red Ferrari Formula One car, fully race-prepared. So let's mess around with all the bits and pieces.

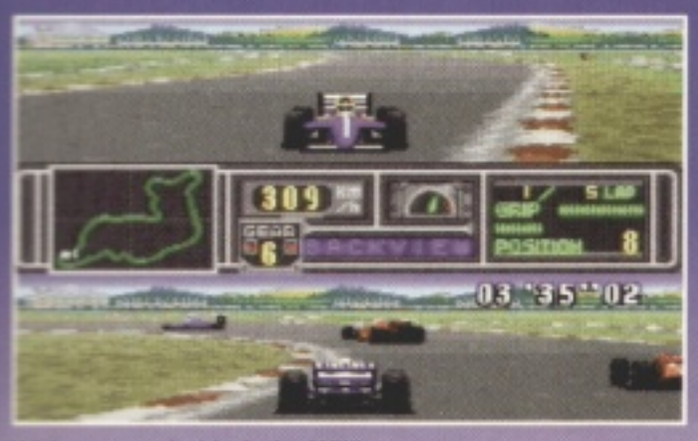
Below: The map shows white circular areas indicating overtaking points.

Japanese Release

Game: Final Stretch
Publisher: LOZC
Developer: In-house
Price: £59.95
Release: Out now
Players: 1-2 simultaneously
Cart ROM: 8 Mbit
Adaptor: Any
Game supplied by:
Dream Machines (0429) 869459

Motor racing. What's it all about? A group of chaps bursting with adrenaline, wearing asbestos smalls and endangering their lives in the name of sport. That just isn't logical.

FINAL STRETCH



With no cars behind, the Williams car languishes in eighth place. Never mind, eh?

VIRTUAL RACING

In one-player mode you can view the racing action from another angle in the top window.

The most exciting view to watch is the camera view. Very *Virtua Racing*.

The overhead view is clever and borders on useful.

The turn view proves entertaining viewing. Especially crashes.

The side view is the least worthwhile. I mean, just look at it.

GOOD, BAD OR UGLY?

Racing games have a strange effect on me. You see, they all include specific controls to accelerate and brake (*Obviously – Ed*). But the thing is, I *never* brake. It's my belief that you don't actually need to – after all, you can pick up the 150cc special course gold cup in *Super Mario Kart* without even considering brake application.

Correction; that *was* my belief – until I played *Final Stretch*. You simply can't make any progress through the field if you aren't prepared to take full control over your car. The opposition are truly world class, hugging corners and blasting through chicanes, applying just the right blend of wary braking and brutal acceleration.

Emulating tactics such as those demonstrated by the other drivers is thankfully made easier by the novice mode, where actual collisions don't occur, instead cars pass right through each other. It's awfully handy, but unlike usual easy settings, it doesn't properly prepare you for the full game mode, where previously impossible high-speed collisions become almost obligatory.

Final Stretch has been advertised in Japanese gaming magazines for ages now, with the selling slant angled firmly toward its DSP chip and multi-viewpoint facility. In truth, the extra views are pretty much inconsequential, but the extra gubbins inside the cartridge does ensure that play always hammers along, even in the fun head-to-head mode. With the exception of a few tyre stacks dotted about, the action's all incredibly flat, though. You simply can't help wondering how much life there is left in this way of doing things.

Having avoided straight racing games in the past, I was compelled to plunder the *Super Play* back catalogue in order to compare *Final Stretch* to the alarmingly large amount of others in existence. Back in issue 8 we judged *Nigel Mansell F-1 Challenge* to be the best straight racing game available and, surprisingly, 11 issues later, there hasn't been a serious challenger to take its place on the rostrum. *Final Stretch* comes closer than most, offering plenty of nip-and-tuck race excitement, smooth graphics and stacks of options to tinker with. It just doesn't have the accessibility or variety which *Nigel Mansell* does. (The game, *not* the bloke.)

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
74%	69%	78%
GAMELIFE	OVERALL SCORE:	
77%		73%

VERDICT: Brilliant 3D scrolling – it's a very striking game when you first see it – but with very little to actually do. A real disappointment.

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SUPER C HQ

An expensive car capable of 180mph+ and plenty of innocent motorists. But where's the dirty great gun?

Japanese Release

Game: Super Chase HQ
Publisher: Taito
Developer: In-house
Price: £59.95
Release: Out now
Players: 1
Cart ROM: 8 Mbit
Adaptor: Any
Game supplied by:
Dream Machines (0429) 869459

GANG WARFARE

Long gone are the days when a fast car and a handgun were enough to keep an honest member of the criminal underworld in business. Rocket launchers, huge throaty motorcycles and even helicopters are available to resourceful law-breakers.

Below: Swarthy criminal types with no regard for the firework code. Tsk.

Above left: Winter woollies don't have much of a place in a biker's wardrobe. Above right: A call to Autoglass is clearly overdue. Left: Let's see your vulcanised rubber tyres match up to my solid steel hood. Heh, heh.

GOOD, BAD OR UGLY?

With the possible exception of Sega's *Rad Mobile* coin-op, I don't think in-car views work in 'action' driving games (as opposed to straight sims). Just pop down to your local arcade and see how many people use the in-car viewpoint when playing *Virtua Racing*. Johnny Herbert, maybe, if he's slipped in for a quick go, but generally not very many. The problem is that if you can't see the vehicle that you're supposed to be driving, you have to imagine it. And that usually means both under and over-compensating for the width of your car, resulting in a reduced sense of control and an altogether uncomfortable ride.

So why Taito decided to use this view in

SUPER CHASE

Left: A typical moment of action from the game; travelling at 170 mph on the wrong side of the road, about to be squished. Just like my journey in to work every day, really.

Left: The bad guys don't take kindly to you scratching their costly, metallic silver paint-job.

Typical. The slightest whiff of trouble and trusted colleagues run for it.

LETHAL ENFORCERS

Experts in the FBI have recently laid down the six simple stages involved in tracking down and capturing repeat offenders...

1) Get the suits back at the precinct to identify the perp, then send through the appropriate details to your in-car computer.

2) Drive like the wind, until **3)** A handy red arrow appears!

4) Repeated fender-on-fender clashes will lead to **5)** Submission. Follow with 6) 'The game's up, dirtbag!'

Super Chase HQ is a mystery to me. The out-of-car view worked fine in the original *Chase HQ* coin-op, so why change it? To make it 'super', perhaps? It doesn't.

The game itself is a bit of a laugh, though, most of the enjoyment is gleaned from the actual collisions, especially when the bikers are knocked off their mounts, and tossed onto, and over, your bonnet like rag-dolls. With leather jackets on. Sadly, though, everything else is duller than ditch-water, from the tedious wending through traffic you have to undertake to reach the perps themselves, right down to minor little details like the roadside scenery, which consists of, ooh, at least one tree every half a mile. The programmers have even included an undulating road effect, which must be the least convincing part of all. Instead of varying the gameplay, it adds nothing at all.

Something else which bothered me is the complete lack of firepower. After the original *Chase HQ* arcade game, Taito obviously realised – as everyone else did – that, being a gritty American law-enforcement agent, the use of a shooter would be deeply ingrained in your everyday routine. So they put one in for its sequel, *Special Criminal Investigation*. And promptly took it away again for this version. Having hordes of bikers armed with crackling firebombs descending upon you, while you are 'armed' with only a chrome bumper to brandish at them is, well, slightly one-sided to say the least. Perhaps there's a James Bond-style explosive in-car air-freshener hidden away somewhere to even up the odds a bit, but I couldn't find it.

Super Chase HQ is a strange title, mainly because of the way Taito chose to execute it. It's also strange that they decided to release a game which offers entertainment value equalling only a couple of day's worth of play, at the most. Strange.

● Tony Mott

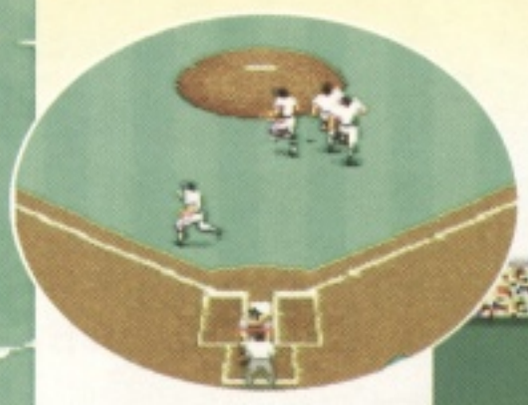
GRAPHICS	SOUND	GAMEPLAY
65%	58%	65%
GAMELIFE	OVERALL SCORE:	55%
45%		

VERDICT: A badly-made jalopy cluttering up the highways and byways of SNES software. And destined for the scrapper.

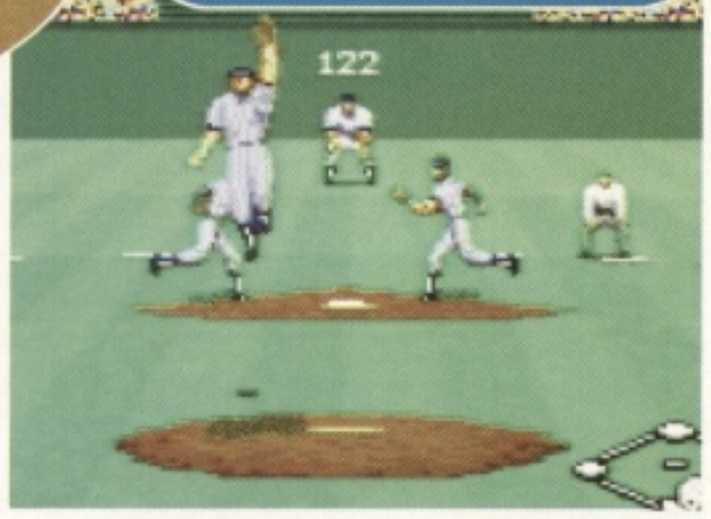
3D BASEBALL

It's culture clash time, with that most American of sports being given a good seeing to by that most oriental of nations. Pray ball!

One of the problems of baseball video games is that they just don't look very dynamic. Maybe they should be pepped-up a bit to make them more 'gamey'. How about land mines in the outfield?



Anyway, speculation aside, here's lots of pics of men running...



... and throwing or catching balls, or chewing gum and wearing hats.

As well as choosing the stadium (which just gives you a different background), you can also choose the team with the nicest kit. Or best-sounding name, perhaps. Whatever.

Japanese Release

Game: 3D Baseball
Publisher: Jaleco
Developer: In-house
Price: £69.95
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 8 Mbit + DSP
Adaptor:
Has NTSC-only protection
Game supplied by:
Dream Machines (0429) 869459

GOOD, BAD OR UGLY?

Of all the sports that Japan could have imported from the West, it seems very odd indeed that they choose to be so enthusiastic about baseball of all things. Obviously, we British types tend to sneer at all types of baseball, but that's probably because we spent half of our time at junior school playing rounders, and let's face it, despite what the Yanks say, baseball *is* rounders.

This version's got to hold the record for the most game options, which makes it even more annoying that I couldn't work out what they did. The game is a Japanese import you see, and whereas with most shoot-'em-ups or platformers this isn't a problem, the intro and option screens of *3D Baseball* are fairly text-heavy, and I can't read Japanese. But back to this problem later.

It's simple enough to decipher what 'P1 vs Comp' means, and another simple matter to pick a team; but once again, unless you're fluent in an alphabet I know nothing about, you've got to skip over the team listings and go for the default settings. I tend to think that you can juggle the teams and batting orders about, but that's just me guessing.

Next, you're into the game, which is all about hitting a ball and running round a diamond-shaped playing area. As the pitcher, you can move around on the pitching mound, throw to the bases if you see any of the runners creeping too far away from them, and, of course, pitch. You can try a curve ball, a straight one and a fast or slow pitch, and I found that unless you vary them, the batters tend to get a home run every time.

When the batter does manage to hit the ball, it either plops into someone's hands and is out, or the view changes and you've got to decide which base to throw it to, in the hope of making a runner out. I was a bit dubious about this bit, as the fielder's accuracy was appalling, but then again, the runners only seem to run to the next base every hit, rather than having a go and making it all the way round.

Once the innings is over, it's your turn to bat, and once again, you can move about to set yourself up for the hit, and either swing at or block the shot, and that's about it really. You pitch, you bat, and this goes on inning after inning.

3D Baseball's definitely not the sort of thing I'd go for, and even in two-player mode it's a bit of a drag to play an entire game. If you are really into baseball though, I can see it being an entirely different ball game. The teams look good, the rules are followed perfectly, and the sound of chanting crowds and creaky organ music adds greatly to that 'in the stadium' ambiance.

The problem is that true baseball fans would want to play knockout and league matches, and swap their star players around and stuff, which you can do with *3D Baseball*, but only if you can understand Japanese. I can't, and neither can most people in this country, so I guess that makes this one a curiosity item.

● Cam Winstanley

GRAPHICS	SOUND	GAMEPLAY
83%	90%	58%
GAMELIFE	OVERALL SCORE:	63%
61%		

VERDICT: Only true baseball fans are going to get their money's worth. A fluent knowledge of Japanese is essential to work out what all the options mean.

The fighting involves taking on legions of greasy close-knit gang-types. Armed to the hilt with rusty armaments, they present a forbidding threat. And they smell.

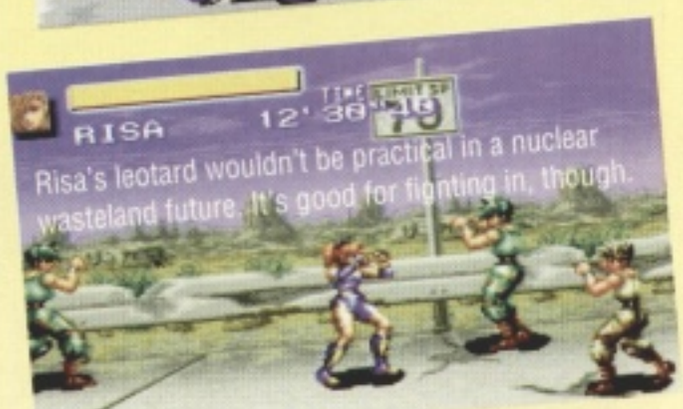
ZOKU
THE LEGEND OF BISHIN

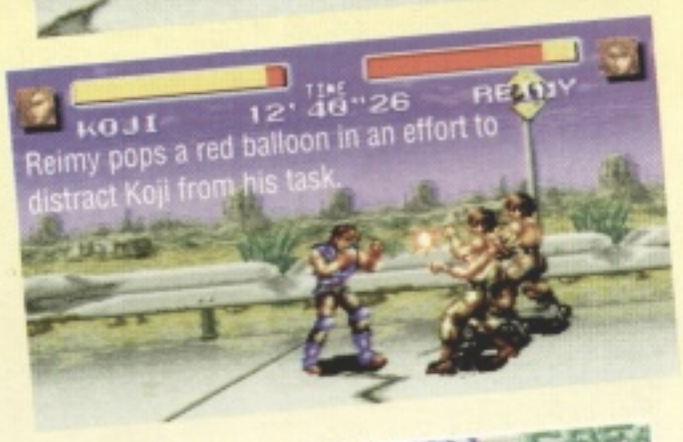
Take a ladleful of driving action and gently stir in copious quantities of beat-'em-up combat; you'll probably end up with something like this...

Japanese Release

Game: Zoku
Publisher: Magifact
Developer: In-house
Price: £54.95
Release: Out now
Players: 1
Cart ROM: 16 Mbit
Adaptor: Any
Game supplied by:
Dream Machines (0429) 869459

In the late 2700's, a resurgence in the popularity of *Carry On* films spawned *Carry On Leather-Clad Biker-Gun Girls.*





GOOD, BAD OR UGLY?

We certainly get some weird stuff turning up here in the *Super Play* office. Take this game, for example. You drive from A to B, dodging (or usually smacking into) other cars until you reach your destination, whereupon you jump out of your motor and engage in some rigorous duffing-up with a throng of grungy bad guys. So it's a game which mixes two genres – driving and fighting. That doesn't sound too bad, does it? A *Mad Max*-style game in fact. Yes, that's got plenty of potential. And in the hands of someone like Capcom or Konami I'm sure it would have been a cracker, but in Magifact's inadequate mitts it's turned into a complete turnip, with a side order of turnip purée dip.

The problem with multi-style games is that each part needs to be strong enough to be entertaining on its own, and not have to rely on the other parts to work. Sadly, *Zoku*'s separate bits are weaker than a motorway flyover made out of lolly sticks.

Take the driving section – a Mode 7 jaunt which falls down from the outset. The idea is to make it to a designated point on the map within a set time limit, but whilst the road has many branches and junctions, the map doesn't include any road details at all. Consequently, most of the driving decisions are guesswork, and because a lot of roads loop back on themselves the 'radar' feature is of only vague use. Still, after a fair amount of guessing and no small amount of luck, you arrive at the beat-'em-up bit, clutching tightly to the belief that things are about to improve. They don't. There *are* some great anime-style stills and animations which portray the confrontations before actual combat occurs, but they in no way compensate for the action which follows. Endowed with all of two (virtually identical) moves, you punch and kick your way through the bad guys, *Final Fight*-style, then get back in the motor and make your way through a different setting, with an even more convoluted road network, to reach the next stop. And so it goes on.

I've always admired the Japanese for their design skills, but with titles like this, I'm beginning to realise that there're just as many duffers producing stuff in Japan as there are anywhere else. This is poor.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
75%	60%	52%
GAMELIFE	OVERALL SCORE:	58%
50%		

VERDICT: A shallow and lacklustre effort which attempts to mix two popular game styles with very little success. Avoid.

SIDE POCKET

This is the only version of pool you can play on a ferry.

UK Release

Game: Side Pocket
Publisher: Marubeni
Developer: Data East
Price: £44.95
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 8 Mbit
Adaptor: PAL only
Game supplied by:
Zap Computers (0532) 590077

Left: Impossible to miss? Shots like these are meat and drink to *Side Pocket* players. It's when you start whamming into the doubles that you'll find your vision begins to go, and you get aggressive and need to be bundled into the nearest taxi home.

Below: That disembodied hand is said to belong to Ezekiel Wormwood, who died playing pool *on this very table* in 1813.

Right: Here's the stats screen. They say that those who see it seldom live to tell the tale…

On quiet nights, you can still hear his GT550 revving its way to Vegas.

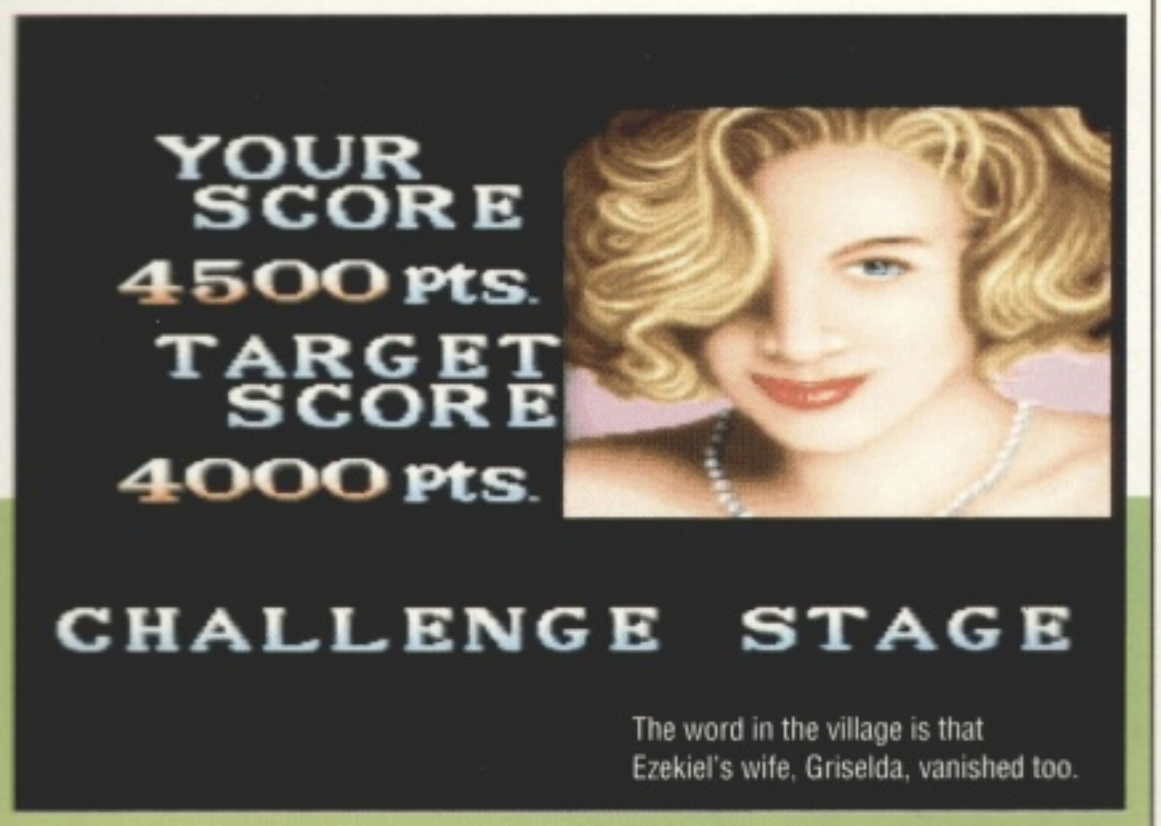
TRICK SHOT OF DEATH

Ezekiel Wormwood's spirit still commands the weak-willed to do trick shots involving blocked pockets, special pot-four-with-one shot attempts and even weaving around glasses.

All the Nos suggest that you need to pot the ball in the correct pocket. Not too difficult, I'd have said. But then again, I *am* Alex Higgins.

They say that Ezekiel killed a man for calling a touching ball. His soul still lingers.

By blapping all the balls at the right angle, it's possible to pot them with just one shot. Possible, but fiendishly not-very-easy-at-all.



GOOD, BAD OR UGLY?

There is a school of thought which strongly adheres to the philosophy that playing pool is a quasi-religious meditative technique, combining as it does the elements of calmness, accuracy, tension and physical control. I have, of course, made all this up just to get that difficult first paragraph out of the way. But it does raise the interesting question of whether pool can be enjoyable without actually playing it. Sort of like pinball I suppose.

The answer in this case is yes, it can. *Side Pocket* is a rather cuddly, fluffy game. You realise that as soon as you see the big flashing guideline thing which shows exactly where the cueball will go. And when you take your shot, you'll be surprised that you don't have to be too accurate to get the balls to go in the (quite large) holes.

I know what you're saying – you're getting worried because *Side Pocket* sounds too easy and a bit crap. Well shut up and listen. It's just as tricky to play as real pool. But because the simple shots *are* simple to pot, you're instantly playing at a higher level than when you're on a real table. This is much of the attraction. The other great crowd-puller is, of course, the two-player mode. Beating another human at a decent game is the best thing you can do with your Super Nintendo, as everybody knows.

Anyway, in one-player mode, the idea is that you get as much time and as many shots on the table as you want. Then, when you've finished potting every ball, you get a points rating based on how many shots you took and the order of the balls you potted. Beat the target and you get to go onto the next round.

As well as the normal ball-potting, you get bonuses – like special flashing pockets which you must try to get the object ball into. There's always an easier way to do this than you think, but it's nasty to get right. There are even special bonuses where you have to pot balls without hitting a load of glasses on the baize. How baizarre! (*You're fired – Ed.*) Why am I talking to myself? (*Dunno – Ed.*)

Side Pocket is, in most senses of the word, a goody. I was dubious at first, but the more I played it, the better it became and the happier I was. The whole thing pongs healthily of quality and it's got lots of trendy pictures (often of smiling, attractive female faces), which, while not enhancing the gameplay, at least gives you the impression that the programmers have spent some time on the presentation.

Recommended? Yeah, I think I can go that far.

● James Leach

GRAPHICS	SOUND	GAMEPLAY
79%	89%	88%
GAMELIFE	OVERALL SCORE:	86%
82%		

VERDICT: Oh, did I mention that great selection of cocktail-lounge tunes? Well I should have done. There. I'm mentioning them now. And *Side Pocket* is even better because of them. Consider it and prepare to be tempted.

Tel: (852) 6506509
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Take two carts into the games room? Not us. Now we just, erm, take this instead.

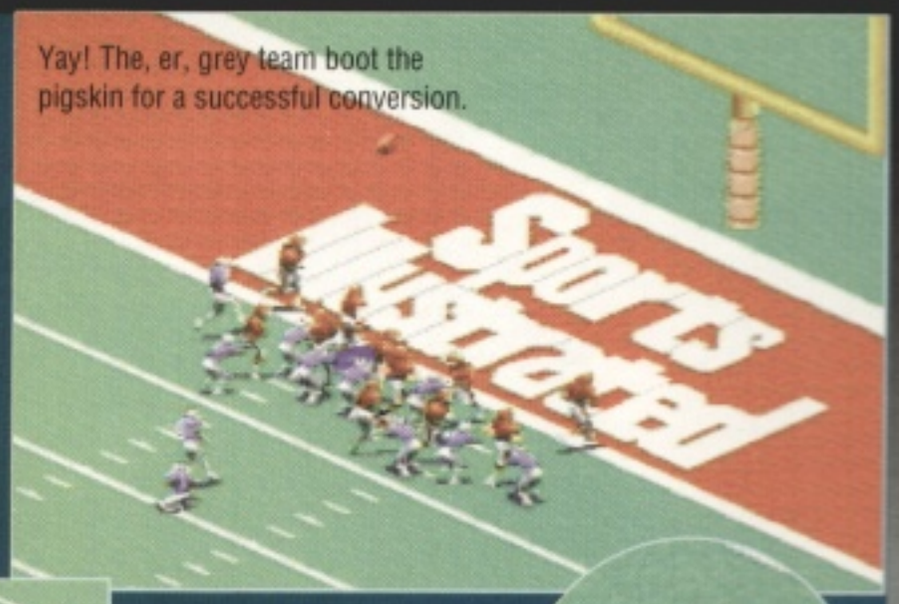
SPORTS ILLUSTRATED CHAMPIONSHIP FOOTBALL & BASEBALL

US Release

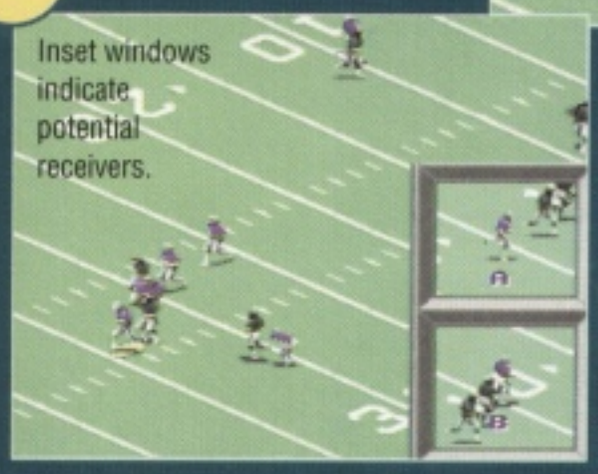
Game: Sports Illustrated
Publisher: Malibu Games
Developer: In-house
Price: £49.99
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 8 Mbit
Adaptor: Any
Game supplied by:
Zap Computers (0532) 590077

FOOTBALL

Adopting a 30° isometric view, the football section steals many features from the popular (and considerably better) *Madden* series. It includes 28 teams, 51 offensive and 45 defensive plays. Oh, and one ball. The play itself is easy to get into, but is probably best suited to beginners in the sport.



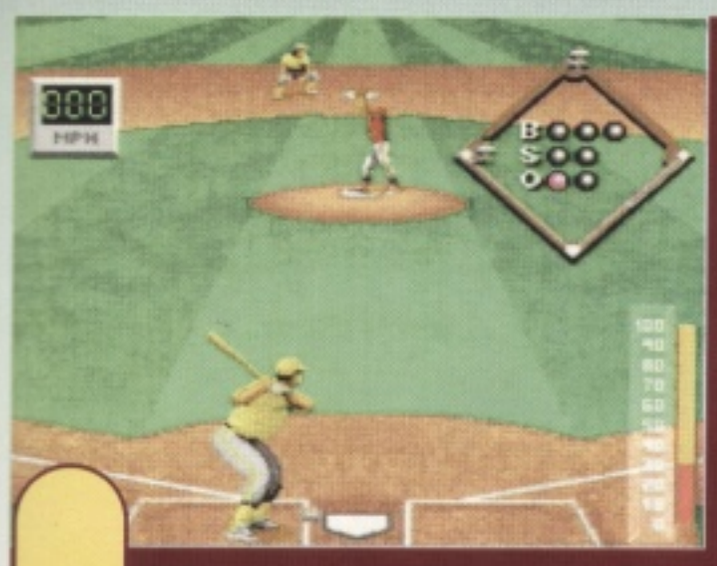
Yay! The, er, grey team boot the pigskin for a successful conversion.


Inset windows indicate potential receivers.

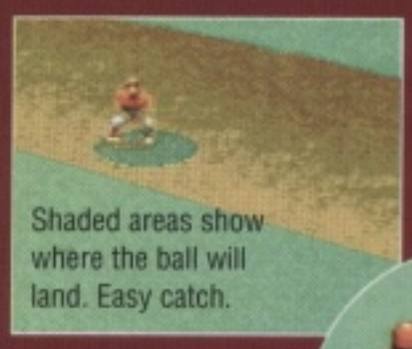
Right: The close-up view assists during running play. But where's the ball then? Eh?

Left: A cornucopia of play options. This gave me quite a headache.

BASEBALL



Yes, *you* can wear ridiculous socks and trousers in the American version of rounders which makes up the second half of this cartridge. It's all very straightforward stuff and it suffers from the typical baseball game bugbear: hitting the ball is flamin' difficult. Perhaps they should have done basketball instead.


Shaded areas show where the ball will land. Easy catch.

Below: An attempted bunt is less than successful.

Left: The power meter on the right is set at full whack, making pitch-aim difficult.

An audition for the new Radion™ advert. Perhaps.

GOOD, BAD OR UGLY?

What an utterly splendid idea this is, squeezing two completely different games onto one cart. It's only an 8 meg cart, but bearing in mind how great *Striker* was with only 4 meg, that shouldn't have been a problem. No, the problem arose when Malibu insisted upon stuffing in buckets of digitised visual sequences and speech, instead of spending valuable memory on the actual game components. The aesthetic touches are undeniably lovely, but they've been included at the expense of depth and a full repertoire of options.

The baseball section offers just one type of delivery, a variable-speed pitch which can be swerved using aftertouch. And attempting a 90mph+ delivery – something which the SNES manages accurately every time – proves very tough; the aiming cursor moving almost faster than the human eye can detect. Batting is trickier still – I'd say the chance of striking the ball is the slimmest I've ever experienced. The fielding is excellent, though, smooth and (most importantly) behaving logically. I suspect that after a few very lengthy sessions the whole thing will come together but, overall, it isn't particularly accessible.

Unlike the football bit, surprisingly, which we had a great time with. It's user-friendly play selection environment and ease of control ensured it was certainly the most entertaining of the two (but maybe that's true of all football vs baseball game arguments). It's not without its share of faults, though, the most obvious of which is the confusion that can occur upon receipt of a pass. Because the ball actually disappears when held (perhaps they ran out of memory for the extra frames of animation), you need to rely upon the indicative coloured shadow for guidance, and it's not always initially clear what the exact play outcome is. It's not a bad effort, all in all, but it's not nearly strong enough to challenge the better stand-alones.

The options in both games aren't nearly as finely-tuneable as you'd expect, nor do the stats have the complexity which the Sports Illustrated license promised (not that *that* bothered me much). Perhaps the manual is the best indication of the complexity of the games; it covers controls, rules and playing instructions for both sports in just 10 (hardly jam-packed) pages.

If you're strapped for cash and at the same time desperate to play baseball *and* American football, then this might be worth looking at. But I suspect that's a pretty unlikely combination.

● Tony Mott

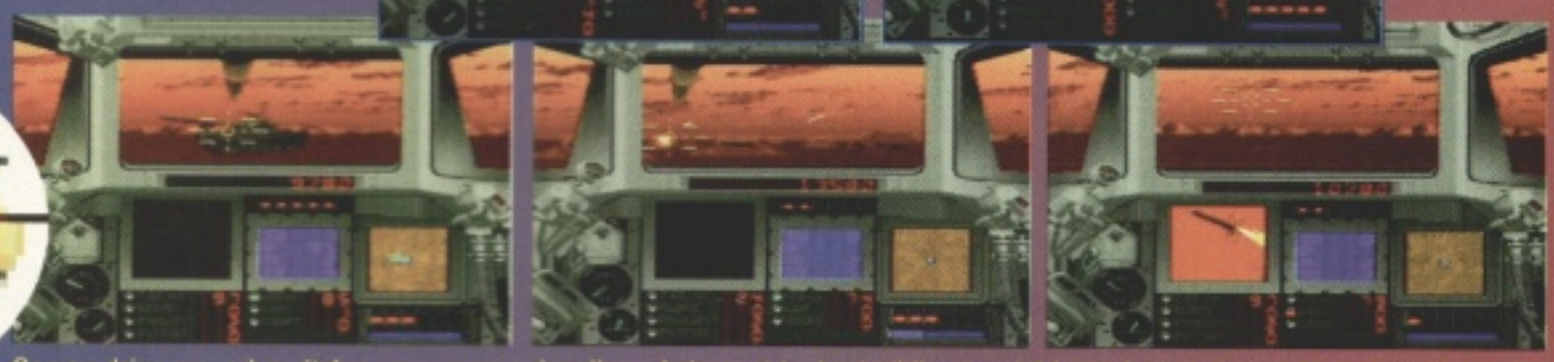
GRAPHICS	SOUND	GAMEPLAY
78%	79%	75%
GAMELIFE	OVERALL SCORE:	
70%		70%

VERDICT: A great idea on paper, but limited in practice. Find two good separate second-hand titles instead.

WAR TOYS

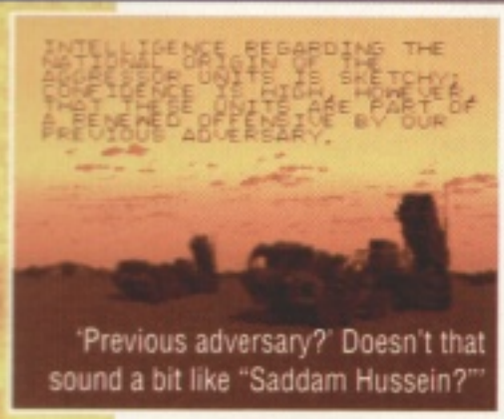
If Ferraris and Aston Martins are Dinky toys for grown-ups, then tanks and helicopters are the Tonkas.

Many of the levels are pretty dark, so the night sight power-up is most welcome.



So you drive around, switch weapons occasionally and shoot at tanks, buildings and things. And that's just about it really.

The M1A2 Abrams manages to stay mobile in war because its fuel-guzzling turbine engine can run on anything from 4 star to meths or paint thinners. And that's a fact.


INTELLIGENCE REGARDING THE
ARTICULATE DESIGN OF THE
AGGRESSOR UNITS WE SHETCHY;
CONFIDENCE OF THEIR POWERS
MOST VERGE QUITE ARE PART OF
A DEFENCE OFFENSIVE BY OUR
PREVIOUS ADVERSARY.

'Previous adversary?' Doesn't that sound a bit like "Saddam Hussein?"'

If things get too intense for you, you can call in an airstrike to blast everything.

In the turret-top sub game you've only got a machine gun to play with. It's dull.

Ending the mission depends on you blowing everything to bits.

Calling in Patriots stops the SCUD missiles mid-flight. Hoorah!

US Release

Game: Super Battletank 2
Publisher: Absolute
Developer: In-house
Price: £49.95
Release: Out now
Players: 1
Cart ROM: 16 Mbit
Adaptor:
Has NTSC-only protection
Game supplied by:
Dream Machines (0429) 869459

MAY 1994 ISSUE 19

SUPER BATTLETANK 2

If you bought a woolly tank-top and put it over the highest bit of the fuel tank of a battletank, would that be the tank's tank's tank top tank-top?

any of the
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is most
elcome.

lly.

Patriots
he SCUD
iles mid-
Hoorah!

GOOD, BAD OR UGLY?

So why is *Super Battletank 2* such a pile of mouldy old rubbish then? Well, with me tonight I have three well-respected members of society to question this game and to try and answer my question. First is Ali Sabah Al-Sabah, who's a high ranking minister in the Kuwaiti government.

Ali Sabah Al-Sabah: Thank you. I put it to you, *Super Battletank 2*, that by producing yet another game based around recent events in the Gulf, you are demeaning the killing, suffering and havoc wreaked upon my country. You show images of Patriot missile systems and Russian- and American-made vehicles, secure in the knowledge that people will recognise them because of the massive media coverage of the Gulf War. You depict the destruction of men and machinery with graphics made from digitised photos of real objects, but treat the whole matter of modern warfare as a silly video game.

Super Battletank 2 replies: Of course I treat warfare as a video game. That's precisely what I am – a video game. As for the digitised images of weaponry, it's not my fault that many people may recognise them, and I feel that the increased realism offered by digitised graphics adds to the game, particularly the tracer fire zipping out of bunkers and the shots of missile launches and airstrikes. Finally, I'm just one in a long line of Gulf War games, so I pour scorn on your pathetic attempts at argument. Next!

Gunnery Sergeant Tex Wangford: I am the commander of an M1A2 Abrams main battletank in the United States Army. I have seen action in four separate theatres of conflict around the globe, and I am absolutely appalled by the sheer inaccuracy of this game. For a start, the turret can't turn, and although the D-pad allows a little movement of the gun sights, it's much easier to just steer the tank using the shoulder buttons until you're on target. Then when you do fire, you can blast away as quickly as you want. Now this may be fine for machine guns, but even a well-trained crew needs about 10 seconds to reload and refire.

Super Battletank 2 replies: Again, I'll state that I'm a video game, and therefore don't have to bother about realism. The lack of the turret means you're always looking forward, but this makes it easy to steer and fire at the same time. Also, you can call in airstrikes and Patriot missiles to defend yourself, drop smoke to protect against incoming fire and even use night sights. I'd say that was pretty accurate, and once again, I win. Next!

Little Joe Average: I'm 12 years old, I play games, and you suck mister. We're supposed to believe that you're defending a sector against attack, but the area's only as big as a soccer pitch, and it wraps around at the sides as well as top and bottom. Regardless of the speed of your own tank, enemy vehicles and planes appear and then vanish to a dot on the horizon in seconds, and the playing area's completely empty, apart from targets or supply bases. The turret-top sub game's just a second rate *Operation Wolf* rip-off.

So why don't you admit it, *Super Battletank 1* was a terrible game, this is little better, and your flashy graphics aren't going to convince anyone to plough through 16 missions of this rubbish. You're not fit to be mentioned in the same breath as that arcade classic *Battle Zone*, and you never will be.

Super Battletank 2 replies: Er... Ermmm...

● Cam Winstanley

GRAPHICS	SOUND	GAMEPLAY
80%	50%	38%
GAMELIFE 50%	OVERALL SCORE:	43%

VERDICT: If just the smallest amount of thought had been put into it, this could have been the first true tank simulator on the SNES, and been superbly detailed and playable. It wasn't, it isn't and it never will be.

GAMES EXPLOSION!

Everyone around the world, are you ready for a brand new beat? Spring is here and the time is right for... playing games on your PC. Yup, the first games boom of 1994 is upon us as the softcos start firing the heavy artillery. *Ultima VIII, Pacific Strike, SSN-21 Seawolf, F-14 Fleet Defender, The Elder Scrolls: Arena, Mega Race* and *Sabre Team* are just some of the heavyweights reviewed and rated in the latest issue of *PC Gamer*. It's our biggest reviews section in yonks!

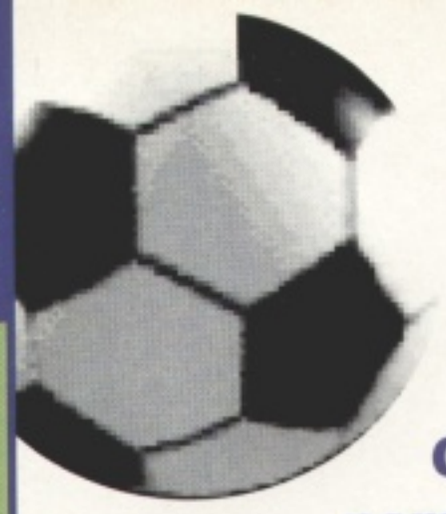
Special Double-Disk Edition – The Sequel We just can't control ourselves. With so much amazing software flying about at the moment, we simply had to slap an extra high-density coverdisk on the front of this month's issue. So, like last month, you'll find no less than two demo-packed disks on our May cover. Their content must regrettably remain a secret for reasons of national security, but we promise you'll be suitably amazed when you see what we're giving away.

Plus! Definitive guides to multi-player games and football management sims! Yet more maps and tips for *Alone In The Dark 2, Star Trek: Judgment Rites* and many more! An idiot's guide to memory management (no, really)! And lots of other stuff so amazing we daren't tell you about it *(He means they haven't written it yet – Deputy Ed)*.

It's all, like, going down, man, in the May issue of *PC Gamer*, which hits the streets on **Thursday 28 April.** Radical.

PC GAMER

Harder Than The Rest



Following in the sacred footsteps of Pele, rising star Ryan Giggs lends his name to a football sim. But has the boy done good? Lets find out...

HANDS OF GOD

Perhaps the most annoying fault of the game is the implementation of goalkeepers. In true football analysis fashion, let's have another look at those incidents...

The goalies' behaviour throughout the general run of play isn't anything unusual, with typical throws etc.

CHAMPIONS WORLD CL

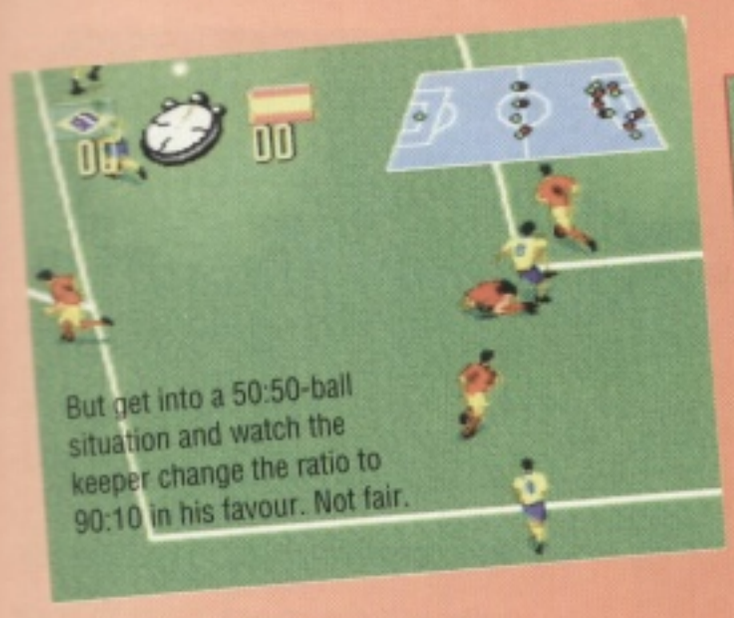
Left and above: The splendidly '70s-styled commentator offers his views on the impending fixture and introduces TV-style highlights.

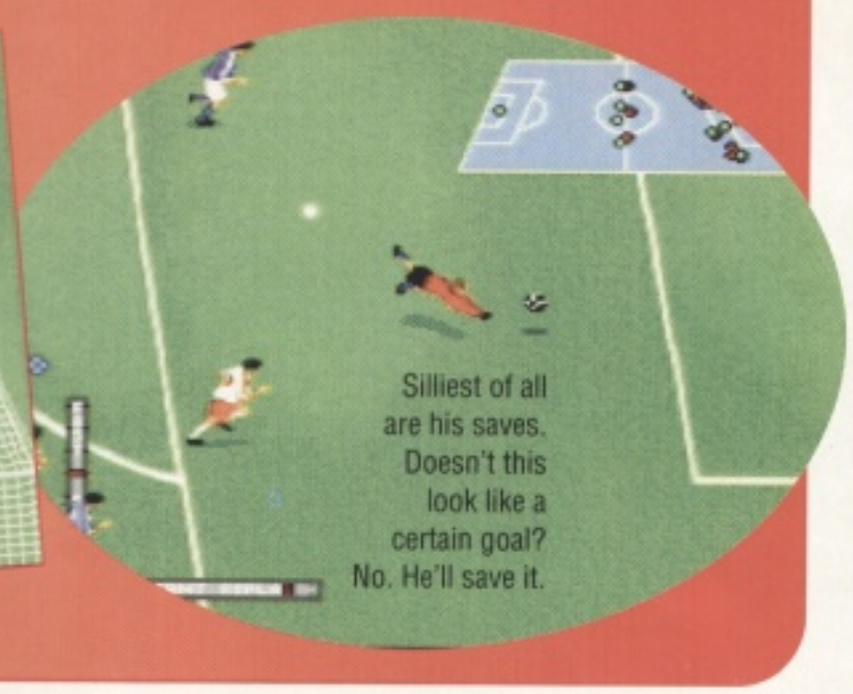
UK Release

Game: Champions World Class Soccer
Publisher: Acclaim
Developer: Park Place
Price: £49.99
Release: June
Players: 1 to 2 simultaneously
Cart ROM: 8 Mbit
Adaptor: Unknown

Below: Taking the opportunity to plan out a series of animated shorts for broadcast on late night C4. No sorry, that's *Fourmations*.

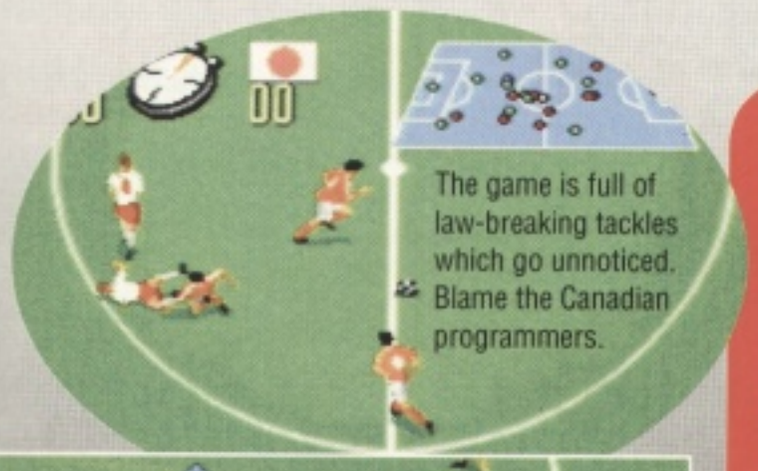
Above: Columbia better than the combined might of the British Isles? I don't think so.

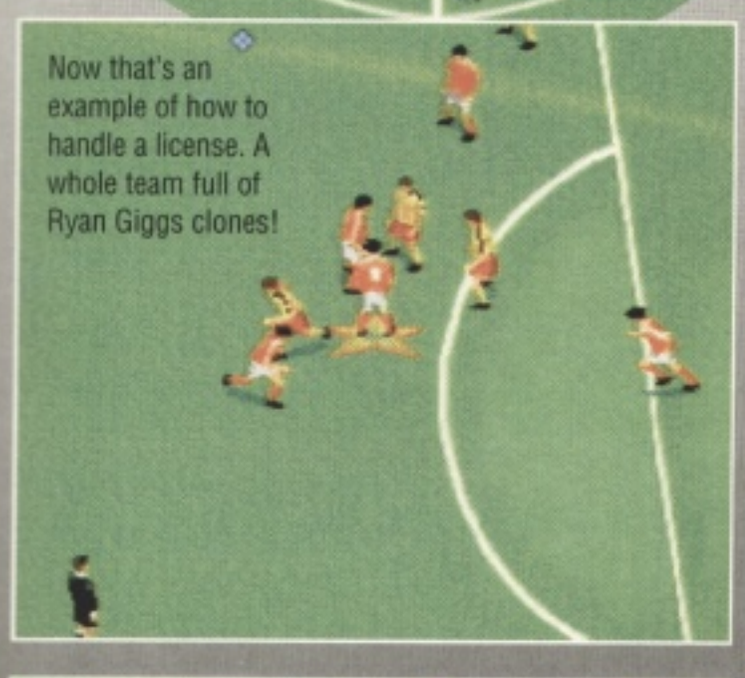


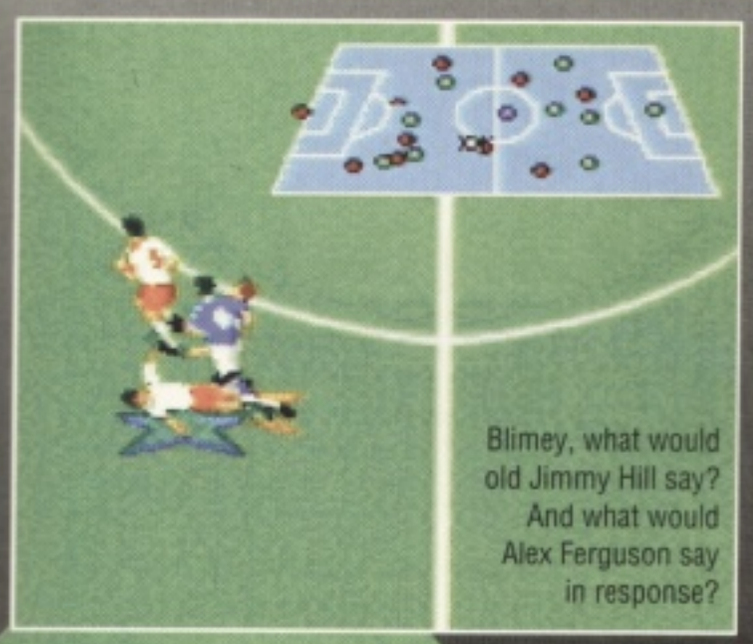


L ASS SOCCER

ENDORSED BY RYAN GIGGS







GOOD, BAD OR UGLY?

I'm a victim of seasonal sport enthusiasm syndrome. You know, the affliction which dictates that you spend one afternoon every Summer in the attic, scrabbling around trying to find your 10-year old tennis racket, just because Wimbledon's on the telly. I think it happens to everyone, you couldn't move last year for people of all shapes and sizes spurred on by the mens' (relative) success in last year's tournament.

What I'm driving at is the emotive nature of sport in general. Old Tezza Venables' boys sliced up the Danes the other day, and as usual I felt the urge to kick some inflated pig's bladder myself. Fortunately, I didn't have to physically break a sweat because this game arrived in the office. And with Ryan Giggs' name splashed all over it, surely the game's scope would allow me to demonstrate my footballing prowess on screen just as gracefully as I can down the rec' (*Yeah, yeah – Ed*). I mean, a seemingly astute player such as Mr Giggs wouldn't 'endorse' anything less than an exceptional product. Or (sharp intake of breath), *would* he?

Well, apparently, the boy wonder isn't quite as astute as his agent would have us believe. This is a disappointing release and it's easy to pinpoint where it falls down:

- The controls have been designed so that actions don't happen immediately, instead a delay occurs between button press and action. This means that as you approach goal and press 'shoot' your player stalls, giving opposing defenders a chance to nip in and steal the ball. Supposedly, *immediacy* was never a consideration during development, but that's exactly what makes the best football games work.
- Scoring is a problem. Most shooting efforts end up spiralling over the bar or dropping weakly at the goalie's feet, such is the shallow scope of shots available.
- Goalkeepers perform impossible saves. It's not uncommon to chip the 'keeper and begin goal celebrations as the ball sails netwards. But! even though it's passed him by some six feet, the 'keeper switches on his magic gloves, somehow stopping the ball mid-air and returning it to his hands.
- Pressing X performs 'flair' moves such as bursts of speed or shimmy turns. The problem is, the specific effect appears to be random. Dribbling goalwards, pressing X expecting to outpace an approaching defender, but instead performing an on-the-spot spin is totally frustrating.
- The radar is useless. The dots representing players move jerkily and are too large to follow clearly. Add the radar problem to the fact that a radar-feature is absolutely essential because of the small area of pitch represented on-screen, and you have a rather substantial flaw.

There will be people who are willing to learn to live with the anomalies (how did the original *Kick Off* become so popular, otherwise?). And the player animation and ability to 'preprogram' players to perform moves immediately upon receipt of the ball are both nice touches. So it gets a slightly higher mark for those reasons. But with so many other, better versions of our national sport available, this simply doesn't warrant purchase.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
79%	65%	58%
GAMELIFE	OVERALL SCORE:	
57%		66%

VERDICT: Absolutely *not* the Ryan Giggs of SNES football games. Except that it quite obviously *is*, if you see what I mean.

MEGA-LO-MANIA

MEGA ISSUE 19 MAY 1994

A mighty battle for worlds is taking place. Empires rise and fall, kingdoms are destroyed. So why not get away from it all and play this on the SNES?

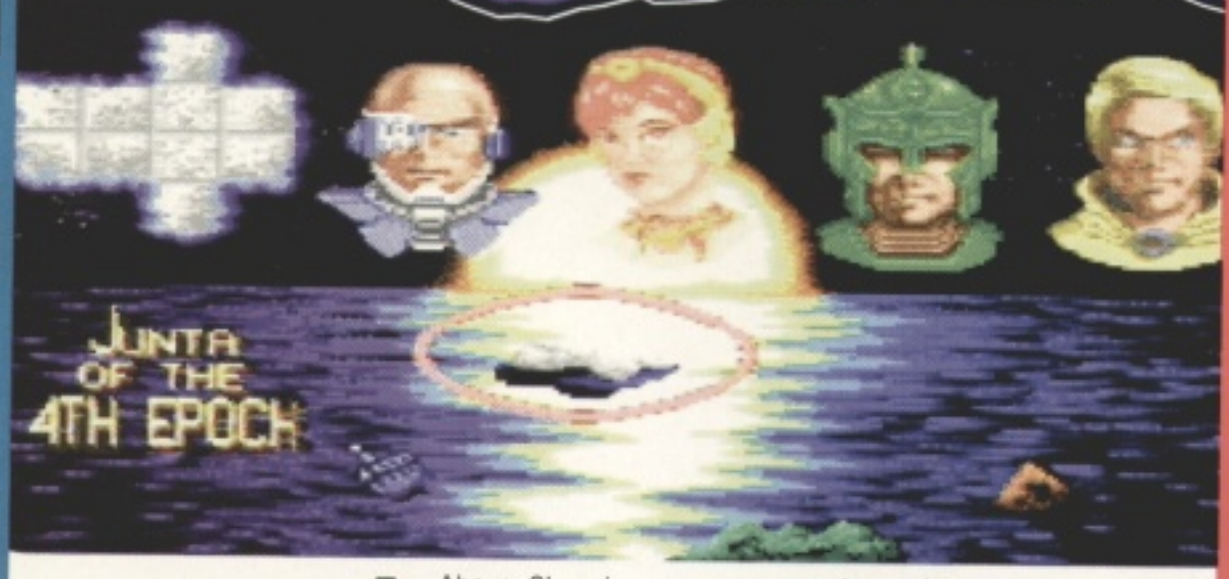
GODS AMONGST MEN

Four characters exist in *Mega-lo-Mania*, and you can be any of them, playing against the other three. They're all treacherous. Trust no-one.

UK Release

Game: Mega-lo-Mania
Publisher: Imagineer
Developer: Sensible Software
Price: £45
Release: Out now
Players: 1
Cart ROM: 8 Mbit

Right: A snow-covered landscape. While these idiots are fiddling around with sticks and throwing stones, far to the south we're building nukes!



Above: Choosing your conquests is a rather tricky bit. And you must decide how many men to commit, too.

Here you see my castle getting attacked. I only let this happen because I needed to get the screenshot.

GOOD, BAD OR UGLY?

I like controlling worlds. I enjoy games which give you a lot to do in a hurry, and which make you use your loaf as well as your thumbs. And *Mega-lo-Mania* is great. You set up your factories and armies, and wait for the bad guys to appear.

After a while, they will wander into view and a bit of a scrap occurs. If you've been a bit sensible with your construction, you'll either outnumber the enemy, or you'll outclass him with your weapons. It's a delicate balance; the more people you commit to building high-tech weaponry, the less you have to actually do the fighting.

As you play, you progress from island to island, drifting in space. Each island is tricker than the last, and there are a maximum of three computer-controlled opponents, who will either fight you or befriend you, then fight you. When they all gang up on you, there's nothing you can do about it; you're dead and your castle is razed to the ground.

The game runs in real-time, which makes for increased excitement, and there is always the risk that if you gamble on not being attacked, a horde of enemies will appear by chance and siege your castle. Each scenario is pretty similar to the ones that have gone before. You start off, build, get weaponry and, with luck, outclass your opponents so that while they are still waving spears at you, you've got aircraft, guns and rockets. And later, nuclear missiles (evil snigger).

The idea is great, and the game lives up to it. You've got to be committed, though. Each scenario is only a bit different to the last, and while you do get the impression of progressing through the ages, it takes a long time. Thank goodness for passwords, eh?

To get the most out of *Mega-lo-Mania*, you really need a mouse. If you've got one already, fine; if not, it's probably not worth getting one just for this game. Remember, though, it's a wargame and the way to tell whether you like wargames or not is to experience the periods of not-much-happening and decide whether you're bored because there's no action, or whether you're enjoying taking a breather and use the time to gleefully plan your next assault. If the latter is true, here's a good wargame for you.

● James Leach

GRAPHICS	SOUND	GAMEPLAY
76%	83%	83%
GAMELIFE	OVERALL SCORE:	
76%		81%

VERDICT: I must say, I'm quite pleased with my test to find out whether you like wargames or not (above). Anyway, I like wargames and I like this. It's got some great synthesised speech in it as well.

UK Release

Game: T2: Judgment Day
Publisher: LJN
Developer: In-house
Price: £39.99
Release: Out now
Players: 1
Cart ROM: 8 Mbit
Adaptor: Any (NTSC)

T2 JUDGMENT DAY

One of the most expensive movies ever made becomes a game. Or rather the second game of it. Bearing in mind we've already had *T2: The Arcade Game*. Er, does that make sense?

Left: An aerial view of 'The Corral'. Remember that bit when Arnie gets a cigar stubbed out on his chest? He's rock.

Below: Arnie and his Harley are about to test their might against an all-American Mack truck.

LIVING IN THE PAST

Being a time-travelling cyborg isn't all its cracked up to be you know. Becoming aware that he'll never see his robotic future chums again, good old T-800 has to come to terms with life in '90s American suburbia. As you can see, he's not doing too badly...

He's learnt to vandalise public pay-phones...

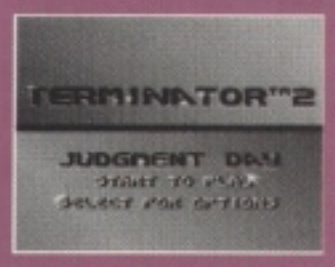
... he helps out with getting the tea ready...

... he watches *Roseanne* on TV with his friends...

... but he's still a very bad loser.

Right: Arnie proves that cybernetic organisms are just as prone to domestic disagreements as anyone else. And blows hell out of the kitchen.

GOOD, BAD OR UGLY?



I wonder how much cash has to be spent in order to secure a license such as this one? Fifty grand maybe? A hundred? Whatever the amount, having cleared out a substantial portion of their coffers, you'd think that LJN would ensure that the game was good enough to recoup some of that cash. Ah, but I'm forgetting that old gaming adage which clearly defines that the quality of a licensed game will be inversely proportional to the cost of the license itself.

The programmers certainly didn't let it slip from *their* minds, though. They kept to their part of the bargain and have produced a game which, for me, is a real disappointment.

In an effort to maintain some adherence to the plot of the film, each level represents a key scene from the motion picture. Let's examine it level-by-level:

Level 1: The roadhouse scene, arguably one of the best from the film. The game version is represented as a side-scrolling shoot-/beat-'em-up, and you 'explore' the environment in an attempt to find various bits and pieces to complete the level. I say 'shoot/beat' because until you find a weapon, the action is pure fisticuffs. Which is a problem. You see, rather than being able to whip out uppercuts and right-crosses in the blink of an eye – as Arnie himself does frequently in the film – you have to position yourself at a perfect arms-length from the enemy and wait for the game to respond to your button press. The enemy is, meanwhile, scuttling about and ripping into you with gunfire. This continues until, by pure luck, you clock out the villain who – unlike every other gun-toting villain you dispatch – drops a weapon which can be picked up and turned onto the greasers themselves. Then it's just a matter of plodding around shooting, keeping an eye on the ammunition count and discovering what background scenery can be blasted and searched. Mmm, gripping.

Level 2: John Connor's homestead plays host to a clutch of behelmeted police bikers, more greasers and the T-1000 himself, who seems to be constructed out of tin foil, rather than the infamous futuristic polyalloy of the film. Oh, look, let's stop this right here. I could ramble on for pages and pages about this tosh; the laughable rendition of the movie soundtrack, the pathetic motorbiking section, the...

Sorry, I'm doing it again. I can't help it, I just want to make you absolutely aware that this isn't something you should be spending forty pounds on, that's all.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
62%	61%	49%
GAMELIFE	OVERALL SCORE:	52%
50%		

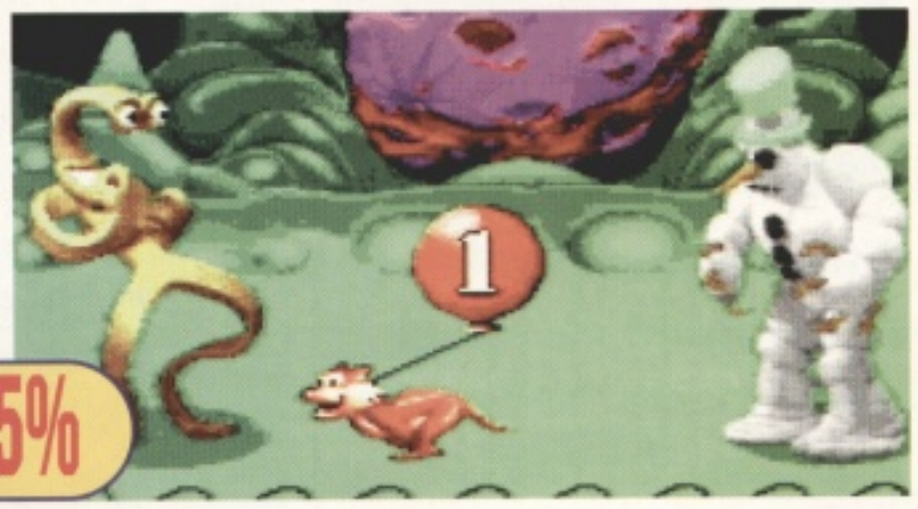
VERDICT: A contender for the title of 'Biggest Waste Of License Ever'. Heaven knows what the T-800 would do to LJN if he ever saw it.

NEW TO TH

CLAYFIGHTER
Ocean/£49.99/16 Mbit

It's taken far too long, but we are finally graced with the official presence of this parodic plasticine punch-fest. Splendid graphics, choice samples and visual gags abound, thanks to a clever combination of rotoscoping and claymation techniques – the fat Elvis lookalike is our favourite character. Unfortunately, it's not much fun when the novelty wears off. The weight and feel of the characters is all wrong, and the jokes won't be funny the hundredth time around.

Full review in issue 14

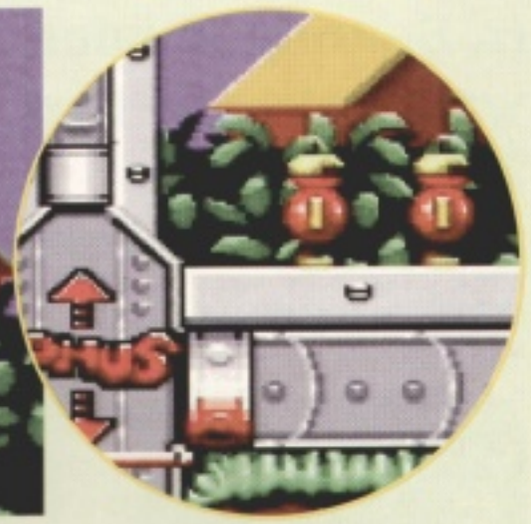


OVERALL SCORE: 85%

CLAYMATES
Sony/£TBA/8 Mbit

There's more than a touch of *Putty* to this, as you guide a morphing blob of blue clay through a mixture of simple puzzles and platform action. As with *Clayfighter*, the Visual Concepts team has produced some realistically-shaded 3D sprites from original clay models. We generously applaud such innovative propositions: unfortunately, they're all that stand out in this otherwise very average platform caper. The *Pachinko* ball bonus level is guaranteed to give you a migraine, too.

Full review in issue 12

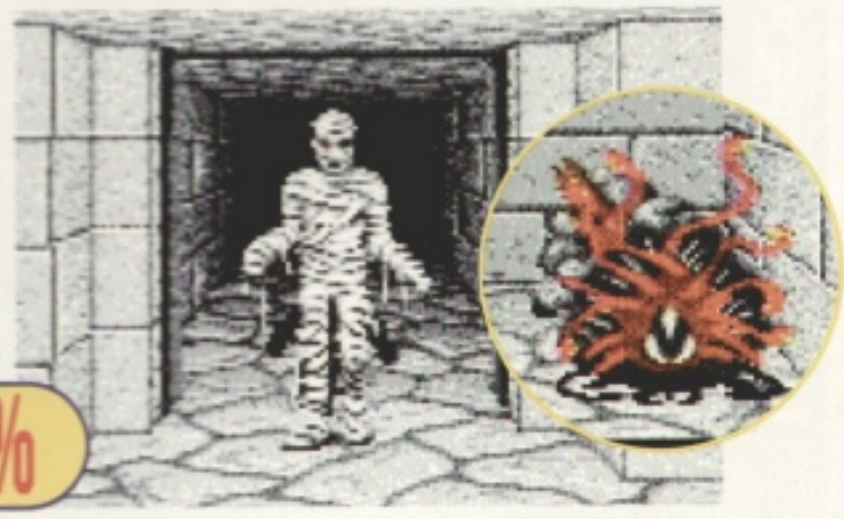


OVERALL SCORE: 79%

DUNGEON MASTER
Marubeni/ £59.95/ 8 Mbit + BB + DSP

It's 1994, you're the proud owner of a sophisticated 16-bit dedicated games console, and what do you get in the way of software? Why, you get a six-year-old home computer conversion. The good news is that *Dungeon Master* is still an excellent western-style RPG puzzler, even if it runs a little slowly. Jason Brookes loved its high involvement factor, but the complex and finicky nature won't appeal to casual gamers. Our Price will be stocking this in an exclusive deal.

Full review in issue 12



OVERALL SCORE: 88%

GP-1
Atlus/£44.99/8 Mbit

It's a racing game. With motorbikes. It uses Mode 7. You can pretty much figure exactly how it looks from just those facts, but the chances are you're already having more fun in your mind's eye than you would if you played it. Like most of these Mode 7 racers, the track is devoid of trees, or tunnels, or interesting bits, and you can't see the corners coming from any distance. The two-player option is dull as well.

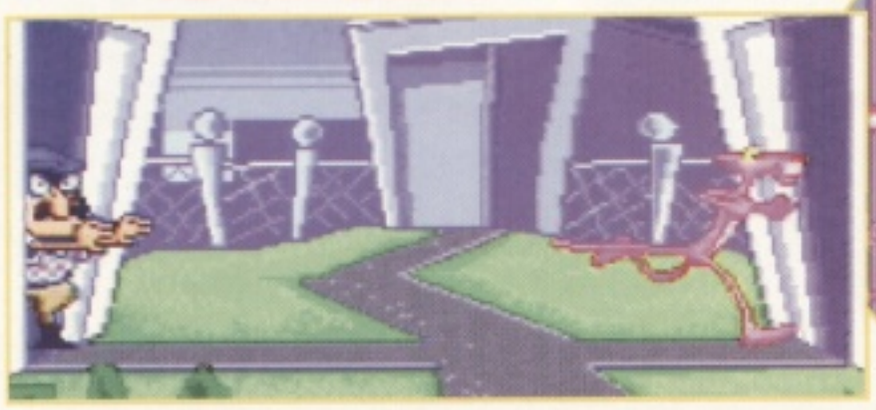
Full review in issue 10

OVERALL SCORE: 62%

PINK GOES TO HOLLYWOOD
Tecmagik/£49.99/8 Mbit

A Pink Panther cartoon license might sound like the easiest design job in the world – after all, the original TV shows had less detail and parallax than your average SNES platformer. The levels look huge but are sparsely filled with big sprites, and you spend most of your time just walking back and forth. Dan was far too kind to it, bless 'im, so put this one at the bottom of your list.

Full review in issue 17



OVERALL SCORE: 76%

E UK

Games that we reviewed months ago on import that are now being released into the wilds of the UK market. Zy Nicholson runs about with a tranquilliser gun and a large net to bring you some wonderful specimens.

ROCK 'N' ROLL RACING
Ocean/£44.99/8 Mbit

'Tarquinn unleashes hot fury!' is just part of the running commentary you can expect from this fast and furious racing shoot-'em-up. It's *Rock 'n' Roll* because the music features Black Sabbath, Steppenwolf and Deep Purple (superbly instrumentalised, believe it or not). The controls take time to master, but you'll soon be hammering round in a souped-up VW with guns blazing. Instantly impressive and consistently addictive, this is Interplay's finest hour. A must for your collection.

Full review in issue 12

OVERALL SCORE: 88%

SKYBLAZER
Sony/£44.99/8 Mbit

We had great hopes for this when we first saw it, but somehow it failed to deliver. The graphics are lush with an arcane mythical feel, and there's a considerable variation in the style of the levels. All they forgot was the gameplay, which – *damn* it, John – happens to be the important factor. A scrolling platform shooter with a bit of *Turrican*, a bit of *Nebulus*, a bit of *Mega Man*, but not much skyblazing. Far too easy, far too short, and far too lightweight to consider.

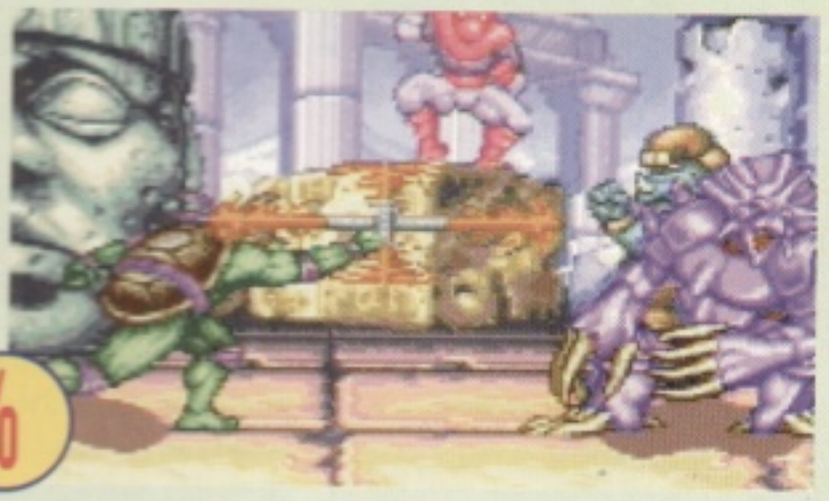
Full review in issue 14

OVERALL SCORE: 78%

TURTLES TOURNAMENT FIGHTERS
Konami/£49.95/8 Mbit

Beat-'em-ups, eh? We get more than our fair share on the Super Nintendo, but few of them can hold a candle to *Street Fighter II*. That's why *Tourny Fighters* is a bit special: nothing original here, for sure, but the weight and feel of the characters is spot on for once, and the moves can be executed smoothly. Plenty of strategy, special attacks and combos make this a deeper game than many of its ilk. The only question I have is: who on earth says 'cowabunga!' any more?

Full review in issue 15



OVERALL SCORE: 90%

UTOPIA
Gremlin/£44.99/8 Mbit + BB

Okay, so the oxygen's down in several sectors, a saboteur has crippled your power station and the indigenous alien forces have just launched a mass attack. And it's all your fault, you incompetent git! Like *Sim City*, this is a thinking game which plays on your power fantasies: build up your frontier colony by budgeting for food, oxygen, research and defence. Plug in a mouse for this smart, but tough, strategy game.

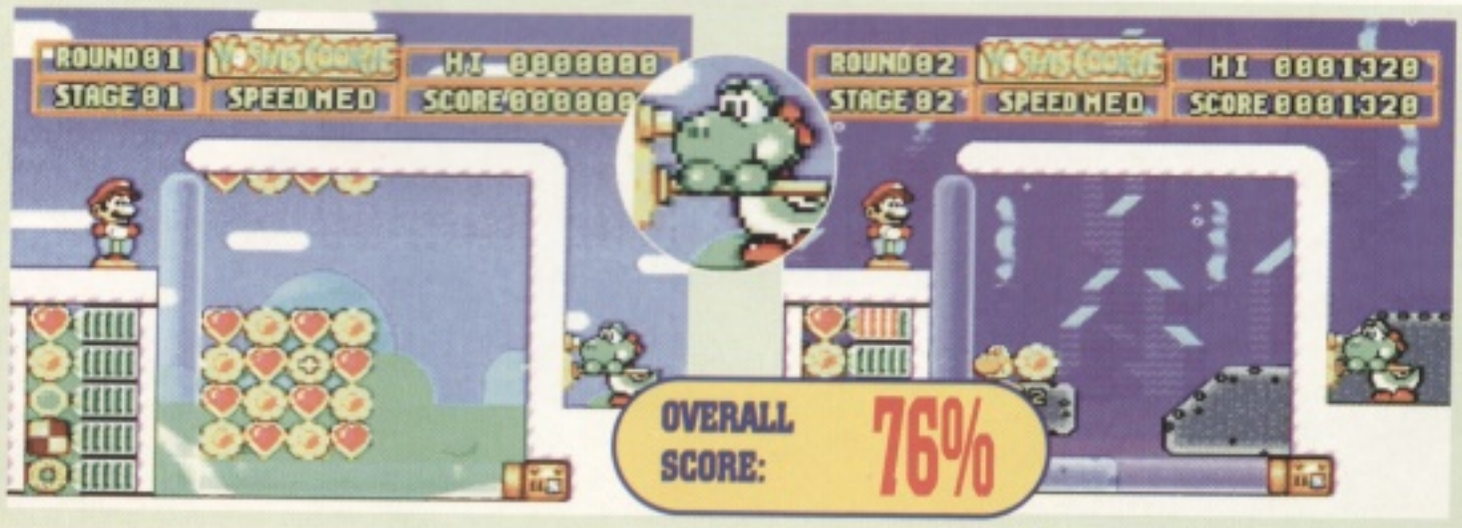
Full review in issue 14

OVERALL SCORE: 86%

YOSHI'S COOKIE
Vic Tokai/£49.99/4 Mbit

This is really a Bullet-Proof Software game that borrows the *Mario* characters, but in terms of slickness and presentation it's well up to the standard of the other *Mario* games. Unfortunately, it doesn't have the depth or lasting appeal of *Tetris* or *Super Puyo Puyo*, and once you've mastered the basic strategies, the rest is pretty much down to speed and luck.

Full review in issue 11



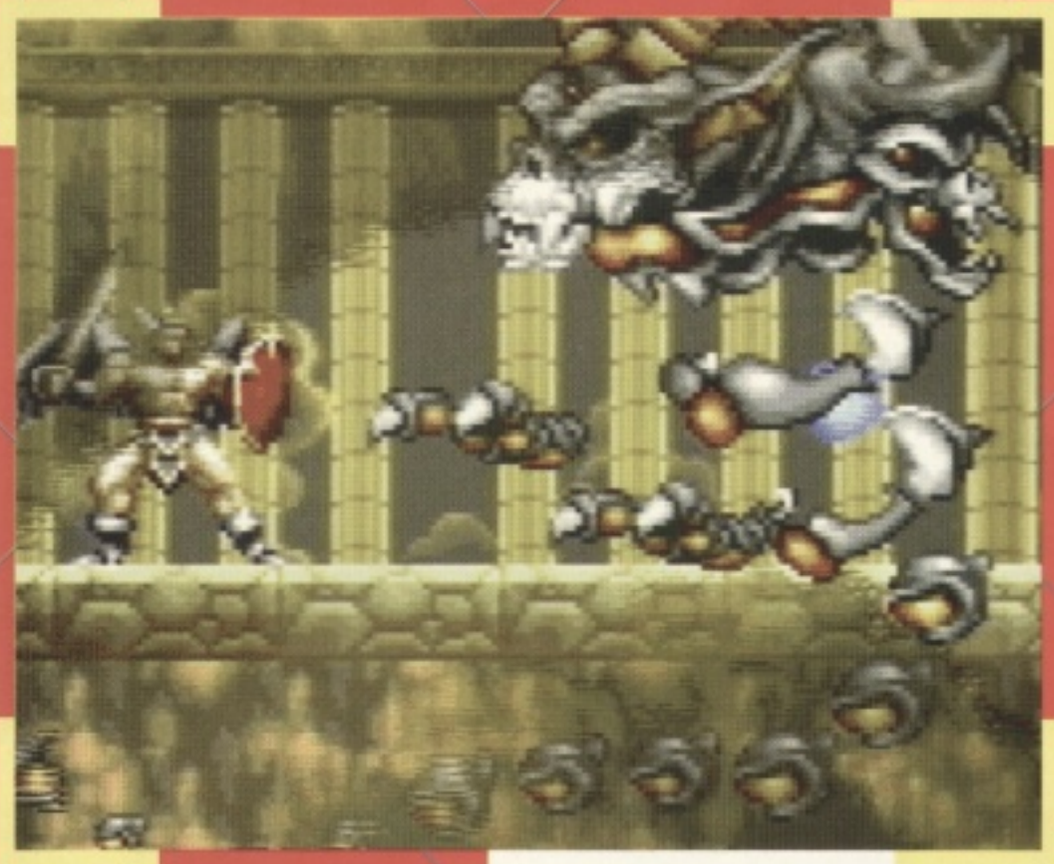
OVERALL SCORE: 76%

SUPER PLAYER'S MINI GUIDE

ACTRAISER 2

ENIX/QUINTET (JAP/US)

By Allan Brett
(with Zy Nicholson as a patron cherub)



Although it was something of a disappointment to us, many of you rushed out and bought *Actraiser 2* on the strength of the first game. And now you've got the cheek to come running to us with all your problems. Tsk! Fortunately, our man Brett is on hand with a few hints and tips to help you stuff that Tanzra fellow.

General Tips

1. If you try to land after flying you'll notice that you skid a fair distance, which can result in your plummeting over the platform to your doom. The trick is to push UP just before landing, so that you slow into a glide. As soon as you touch down, pull DOWN into a crouch to stop dead.
2. When you need to jump high, press B and head left or right before tapping B again. You'll gain more height than if you try to fly straight up. Many of the levels require this manoeuvre, so learn it quick.
3. Remember, you have a shield to protect you against attacks from left, right and above. Use it! The time limit is generous so you can be cautious.
4. You have six lives to burn on every attempt to beat a Monster Lair and its bosses. Don't use magic on your first few lives, but collect Magic Points wherever you can. These Points will be passed on to the next life, so it's possible to die a couple of times and yet save up the full 10 Magic Points for your battle with the level's boss.
5. Initiating any magic attack requires the Y button to be held down for a period of time. You can thus 'charge up' whilst falling, diving, or shielding yourself from missile attacks.

Industen

1 Use Jump Slashes to clear your path cautiously up the inside of the tree. If you fall you'll have to kill the archers all over again, so take each jump with care.

MINI-BOSS: VENUS FLY TRAP

Use your shield to avoid the fireballs it spits, and wait for it to start quivering. This is your cue to Impaling Dive as it rushes you. Get to the other side of the screen and repeat.

BOSS: CLOUD WRAITH

Don't bother trying to hit the cloud – you can't hurt it. Use Balls of Doom and Jump Slashes to hit the Phantom on top, but be ready to face your shield left against the cloud's spinning blades. Stand as far left as is safe when the cloud inhales – those innocuous green shrubs on either side are really deadly thorns, and you'll be dragged into them.

Modero

Use a Flying Slash or Impaling Dive to take out the cyclopean beasts, unless you want to be hassled by their lower halves. Use your shield to protect yourself against the spitting heads, then rush in and hack. When you descend into the depths, move from side to side crouching and slashing, to kill the mouths before they can spit at you.

MINI-BOSS: VULTURE

Jump and strike it once, then stand underneath it and face away. This will cause it to swoop at you; but it pauses first, giving you time to perform your Impaling Dive as it flies past.

BOSS: BEHOLDER KING

Forget your magic here – just use the rising platforms to get in a few slashes. Jump to the descending platforms and repeat, but be ready to interrupt this routine if any floating eyeballs get near: they can knock you to your death, so hack them mercilessly.

Demon's Cave

2 It's best to keep moving here, as the burrowed walls will generate monsters continuously. A little exploration yields many Magic Point and Hit Point bonuses.

BOSS: INSECT QUEEN

Stand to the far left and use your fireball until her tail breaks. She'll then be vulnerable to flame magic, or a bit of hack 'n' slash – you might as well get in close, as her tail has a huge reach.

Benefic

MINI-BOSS: VIPER

3 Stay back and jump to avoid its first shot, then hit when it drops low. Get in as many hits as possible before it fires again, then a couple more before it moves out of reach. Return to the left of the screen and repeat.

BOSS: GIANT SNAIL

Stand on the lower of the two blocks and hold your shield above your head to protect yourself from falling rocks. If you charge up magic in this time then you can let rip with a flame when the Snail reappears. Or, jump past the three floating spikes and hack away, ducking under the beams from its feelers.

Gratis

4 You'll get lost at first, but head straight down and look for this sewer section. A floating block, guarded by an archer, takes you to some hanging platforms.

MINI-BOSS: WOLF BARBARIAN

Bit of an insult, this one – just whack him remorselessly. If he jumps you can practically juggle him on your sword from underneath. When he's

Special Moves

All of these moves require practice, so concentrate on the best ones.

SLASH (press Y), **HIGH SLASH** (UP then Y), **LOW SLASH** (DOWN then Y)
Basic swordplay causes a simple 0.5 points of damage. Bear in mind that your blade has a longer reach than it seems, and hammer that button early.

DOWN THRUST (press B, DOWN + Y; or DOWN + Y when falling)
(5) A great move to use on bosses that don't hurt you on contact as it causes 1 point of damage.

FLYING SLASH (B, B, TOWARDS + Y)
Another strong attack, doing 1 point of damage, but it should only be employed for clearing your flight path.

IMPALING DIVE (B, B, DOWN + Y, then LEFT or RIGHT to guide it)
1.5 points damage and invulnerability whilst performing it.

JUMP SLASH (press B, Y)
Does 0.5 points damage. Feels a bit rubbish, but needed a lot in the game.

MAGIC SPELLS

FLAME (Hold Y, then face the desired direction before releasing)
Use against bosses, or to clear platforms. (3 points damage.)

FIRE SHIELD (Hold Y, press DOWN)
Meant for killing a group of nasties closing in on you, but it takes too long to be effective. (3 points damage.)

BALLS OF DOOM (Hold Y, press UP)
(6) Good for using against bosses and vultures, or for clearing high platforms. (3 points damage.)

FIREBALL (Hold Y, press B, B, push TOWARDS and release)
Only use on bosses, as this lets you attack from a distance but is wasted on normal foes. (3 points damage.)

LIGHTNING 1 (Hold Y, press B, B, push UP before releasing)
Now this really is quite hopeless.

LIGHTNING 2 (Hold Y, press B, release in mid-air)
This is best used as a 'smart bomb', to clear a busy screen of monsters. (2 points damage.)

PHOENIX DIVE (Hold Y, press B, B, DOWN and release)
Master the Impaling Dive and this will be much easier to pull off. It inflicts a massive 4 points of damage.

done, drop through the trapdoor (DOWN and B) to continue.
BOSS: GOBLIN WIZARD
Quickly get on top of the nearby cage and do an Impaling Dive before he moves from his throne. Swipe right and you should hit him again. The wizard is invulnerable when surrounded by blue orbs, so shatter them first before attacking. Speed is of the essence here, as you can counter his rush attack by slashing it at the right moment. Your shield will protect you against his fireball, but it's better to deflect it back with your sword for massive damage.

Palace

BOSS: ICE QUEEN
Use your Down Thrust to whittle away her energy at first, but then turn your attention to the ice petals. She's invulnerable in flower form, so look after yourself and wait.

Death Field

MINI-BOSS: CENTAUR
Two Phoenix Dives performed from the higher of the two crow's nests should see our friend off.
BOSS: KNIGHT
Use a Phoenix Dive from the small platform on the wall and then charge up again as you get back onto the platform to pick your moment. Use a Phoenix Dive (risky), or jump down and use a Fire Shield (not so risky). Never stay on either the ground or in the air for too long or he'll finish you off in no time.

Almetha

BOSS: VOLCANO DEMON
This boss is only vulnerable once you have nullified the rings of fire surrounding him, and this is done with a Down Thrust or an Impaling Dive. Take care upon landing, as plunging off the bottom of the screen or being trapped against the top means instant death. With the fire rings gone, jump up and down using your Down Thrust – the beast can't hurt you!

Tortoise Island

(7) If you find those shell mines are annoyingly restrictive on your flying attacks, set them off and shield yourself underneath or to one side.
BOSS: OCTOPUS
Use a Down Thrust on the creature's eye, as it's the only way to reach it. The small clawed arm sways to and fro predictably, so you should find you can fly over it and wait for an opportunity to get back in there.

Altheria

BOSS: PHANTOM FACE
The weak spot here is NOT the face, nor the ghosts protecting it, but the small orb with the sacred flame inside. Use repeated Impaling Dives or Phoenix Dives to snuff it out.

Tower of Babel

This appears when you talk to the people of Humbleton. When you've worked out the up-and-down, back-and-forth route to the last lift you'll have to defeat FIVE mini-bosses before you meet...

BOSS: THE CONTROLLER OF TIME AND SPACE
The Controller has six attacks, all fairly easy to avoid except the Time Stopper. Concentrate your attacks on the large white compass in the centre.

Death Heim

(8) If you found the Tower hard, you won't be happy to learn that Death Heim is another 'git sequence' – yes, you have to face off a large handful of bosses before the showdown with...

Tanzra

He's grown in size and power since the first game, but his attack pattern is startlingly similar. Without giving everything away, here's a hint. Jump Slash his mouth as soon as it moves and you'll destroy his projectile attack. This makes him a lot easier to defeat.

GAME ZONE

Maximum SUPER NINTENDO Magazine

Not so much a way of life, more a Super NES mag.

While Jennings read ***Game Zone's*** exclusive news about ***Vortex,*** the stunning new FX cart, Hetherington-Smythe persecuted the peasants in Standard Class.

Britain's hardest-hitting SNES mag. **New issue on sale APRIL 14**

SUPER PLAYER'S GUIDE

Legend Of The MYSTICAL NINJA 2

KONAMI (JAP)

By Allan Brett

Legend Of The Mystical Ninja 2 **is surely worthy to join its predecessor in the SNES Hall of Fame. Allan Brett takes you through this classic RPG, step-by-step. He's even found a level never before seen by the human eye...**

General Tips

1. Save your game at the Inns regularly, so you can restart at a point with all equipment and your wallet intact.
2. Found yourself short of cash? To remedy this, on a two-player game, go to the Game House to play *Bazooka Ball*. When the game starts, stay still and one of you shoot the other until you reach 99, then let the other person shoot. You can rack up thousands doing this.
3. Always make use of the transport available to you (yes, even the crap bubble-blowing cart), it protects you from damage and makes the coin collecting from the Statues easier.
4. Unlike the first game, the townsfolk are much more friendly, so don't go around beating them all up or they will lose their temper. Also, look out for the old ladies in green with walking sticks and the girls dressed in either blue or red kimonos, as all will bestow upon you a cash reward or an energy top-up when you walk into them.
5. When you finish a level, if you re-enter it, all of the money and other collectibles will re-appear.
6. Always collect the Elephant Tokens as they act as restart points if you die.
7. By holding Y your character can run a bit faster, allowing for longer jumps. This is especially useful with Dr Yang.
8. By ducking and hitting an enemy you can temporarily stun them. Also, if you nudge them while they are stunned, you can send them rolling, destroying everything in their path.

THE CHARACTERS

KID YING (Goemon)

Kid Ying is the all-rounder. He has jumping and running abilities that are better than Dr Yang, but they are not as good as the Robot's. Kid's weapon is arguably the best. It starts out as a small Pipe, but powers up to a flaming torch on a chain. His hitting speed is the fastest too.

Kid Ying starts his quest with 100 coins, which he also uses to throw at the enemy. By charging the coin button, Kid Ying can throw a deadly three-coin shot.

DR YANG (Ibisumaru)

Dr Yang is getting on a bit and he's not as agile as he was, so he's a very poor choice for the platform levels. His one redeeming feature is his weapon. When powered up, the Golden Fan can knock the most resilient enemy clean into the distance. For long-range attacks, Dr Yang uses the Shuriken, which has a boomerang effect. When charged, he throws a triple-shot homing Shuriken.

As for cash, Dr Yang is the richest of the three, with a pocket swelling 150 coins to start off with.

THE ROBOT (Sasuke)

The Robot is a real whiz on the platform levels, with superb running and jumping skills. His weapon is also rather nifty – at first the Knife is rather crap, but after a power-up, the Robot can throw it, making enemies easy to take out at long-range. Sadly, his hitting speed is pitifully slow.

For an alternative weapon, the Robot has a supply of bombs, and whilst their effect is not earth-shattering, a larger explosion can be obtained by charging them up.

The Robot's worst aspect is his supply of money. At only 50 coins he can barely afford a bag of chips!

MECH GOEMON

Because of his size, Mech Goemon is slightly unresponsive in the scrolling levels, but his abilities shine through when facing the bosses. Like the other characters, he can fire coins (useful against incoming missiles), and if you manage to pick up a pipe in the village destruction level beforehand, you can blow it to unleash a massive explosion against the boss. Two different punches are also available to you when you're piloting Mech Goemon. The first is the Jab, which you should use when you're close to your enemy. It's not that powerful, but you can score several hits with this type of punch. The second is the Straight which is effective at a longer range (the yellow area on the radar screen). The Straight can be used in several ways: you can knock enemies flying at close quarters, you can stop an enemy using a zoom attack and you can thwart oncoming projectiles, with a five-coin reward for each one you stop.

Stage 1

LEVEL 1

1 To reach the purse in the concealed room, crawl through the wall on the left. The rest is straightforward stuff.

TOWN A

2 As you enter Town A, an old man will give you a horn to call Mech Goemon with in the later stages.

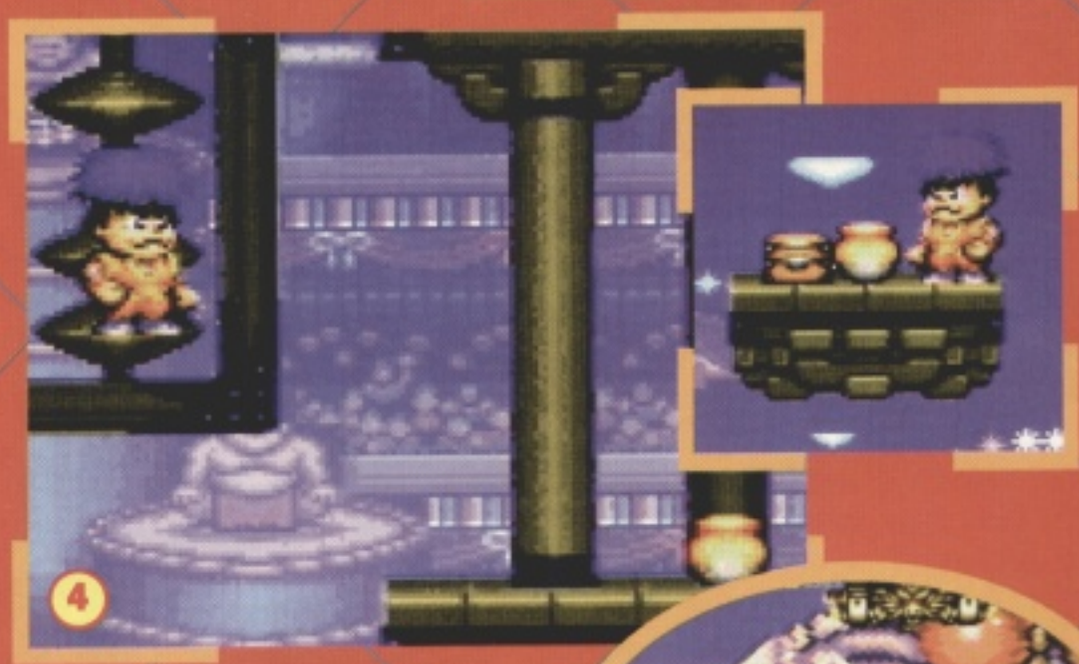
FEATURES:
- Hypertravel Centre
- Snack Shop
- Supply Shop
- Hotel (save spot)

LEVEL 2

3 There's nothing of much interest here. Make good use of the Mousemobile, though.

LEVEL 3

4 Stand at the right end of the second abacus and push RIGHT to drop down and find a pot containing an energy bar extend.



Another one can be found by going up the higher abacus (after the third one), and then jumping left onto the platform. By going along the abacus to your left you will find the energy bar extend and the money purses. Search the tops and bottoms of all the abacuses to find hidden platforms holding money purses.

Near the end of this level, steal the Sumo Mini-Mech to use against the boss (but you don't have to if you don't want to).

BOSS: SUMO MINI-MECH

5 If you have your own mech, the extra weight will stop you being pushed out of the ring when he charges into you. Always get in close to score a guaranteed hit. It really is very easy. Honest!

LEVEL 4

6 In your Mech Goemon, try to smash and destroy as much as possible, you might pick up an atomic pipe. More destruction also increases your energy, which you'll need when you confront the boss.

BOSS: SUPER SUMO-MECH

ATTACKS:
- Spinning Sumo Torpedo
- Sumo Slap
- Projectile Spray

7 Use your radar screen and the main view here, and use Straight Punches up close (button B), when he attacks you with his Spinning Torpedoes and Jabs. How you deal with the Sprays is your choice: either use coins, or if you're feeling flash, block or punch them away with Straights.

Stage 2

LEVEL 1

8 The Bubble Cart is a bit slow and crap, but it is protection, and that's what counts. The bubbles are powerful too, which is useful for taking out Chainsaw Men later in the level.

Near the end a giant appears under the bridges – beware, as he will try to punch the floor out from under you.

LEVEL 2 (HIGH)

9 Your only difficulty here is learning how to use the platforms. One type act like a pair of scales (with some of them already loaded, so try to take out their occupants before you jump), and others move in semi circles, linking at each end.

LEVEL 3 (LOW)

There's nothing special here, but there are cash bonuses to be had – for those who manage to scale the tops of the tree trunks near the end of the level.

TOWN B

FEATURES:
- Snack Shop
- Hotel (save spot)
- Supply Shop
- Dice Emporium
- Hypertravel Centre
- Bath House

10 Look at those back-packers, you almost want to climb into the game and help them, don't you?

Anyway, the first thing to do here is buy the Tag from the Supply Shop – it will get you past the guards to your right. In the next screen, go up again and then left, until you reach a big door. To your left is a wooden crate. Stand in front of it and hit it to reveal the hidden exit, leading to the Fairground Island.

By the way, I mustn't take any credit here, because I searched for hours and hours to find this exit and gave up, leaving the joypad to my brother – who found it minutes later. Some people have all the luck! Anyway, by dropping down the exposed exit you'll find a cavern full of money purses and a new level.

SECRET LEVEL

11 This is hard, with lots of really awkward platforms which spin and turn. I can't help, you must rely on your own skill here. If you make your way up and to the left you'll find an apparently empty Statue – bash away and you'll discover the first of many mysterious icons, a programmer's mark perhaps? Don't forget that the Statue that falls on the rock floor is a dummy, you'll find the real one on a wooden platform above.

THE FAIRGROUND ISLAND FEATURES:

- *Bazooka Ball*
- *Memory Game*
- Arcade (*Xexex*)
- Hotel (save spot)
- *Jetty Sweep*
- Hypertravel Centre
- Fortune Teller
- Snack Shop

LEVEL 4

12 In the first section, use the trampoline to get onto the roof where you'll find a money purse. At the fourth section, there is a secret exit in the bottom right-hand corner, but it just takes you back to the beginning of that section. Look for the energy bar extend nearby, though.

BOSS: SAMURAI TERMINATOR

13 Dead easy. Use your special weapon repeatedly until it's dead. You'll find this boss too slow to be of any threat.

Stage 3

LEVEL 1

14 Get as far right as you can before you reach the collapsing spiky tunnel, which you have to go through.

TOWN C FEATURES:

- Hotel (save spot)
- Snack Shop
- Memory Game
- Money Cavern
- Supply Shop
- Hypertravel Centre

15 **LEVEL 2 (LOW)**

In the log maze at the end stay low, you'll find more cash that way. The Statue is a dummy – go up the platforms with the spike balls on and you'll find the real one.

LEVEL 3 (HIGH)

Get down the hill fast, but when you reach the end, drop off and push left to find a secret room. Hit the man and he'll drop money, then jump (near the wall) and fire to reveal another icon.

LEVEL 4

16 Scale the heights of the first section for some money. In the second bit, use the springs to reach the upper platforms, the first of which holds an energy bar extend. In Section 3 jump quickly over the gelatin blocks to avoid being sliced and make use of the Samurai Mech near the end of the level.

BOSS: HAND SHADOW MAKER

17 Stand in the middle as the shadows are tackled easier from there, and, although fast, the shadows follow a simple pattern, making them fairly easy targets.

LEVEL 5

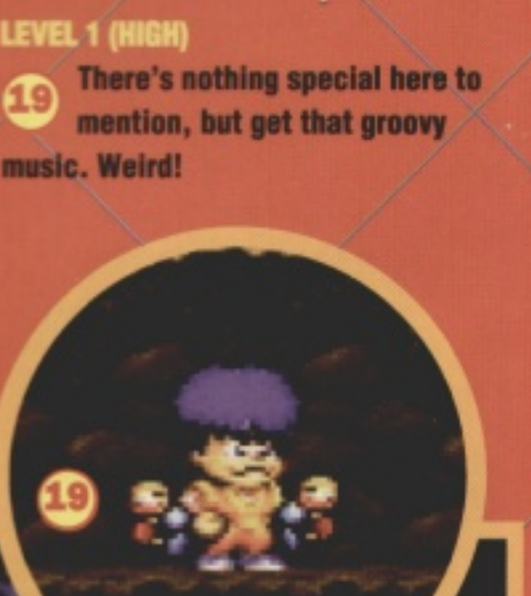
Another Goemon Mech level. Destroy everything you can.

BOSS: ROBO-MECH ATTACKS:

- Spinning Top
- Spike Swipe
- Projectile Spray
- Super Blast Cannon
- Hologram Double
- Warp

18 Don't be fooled by all Robo-Mech's gimmicks and tricks. He's not as hard as he looks.

First, get rid of the Spinning Top using Straight Punches. Now follow a similar routine as for the Super Sumo-Mech. Always block when he fires his cannon and be ready for when he Warps up close.



Stage 4

TOWN D FEATURES:

- Fortune Teller
- Hotel (save spot)
- Hypertravel Centre
- Supply Shop
- Jetty Sweep
- Snack Shop
- Bazooka Ball

LEVEL 1 (HIGH)

19 There's nothing special here to mention, but get that groovy music. Weird!

LEVEL 2 (LOW)

20 This is a really hard level, but if you have some armour you'll find it makes life easier. There are loads of money purses to be found near the end, but grabbing some of them is very risky. This is definitely not a level for the faint-hearted.

LEVEL 5

23 There are two routes through this level, which are chosen by either going straight along Section 1, or by using the Yo-Yo to lift you to the high platforms. I won't tell you what either route is like, but both are reasonably straightforward.

LEVEL 3

27 Destroy everything and don't forget to break down the doors.

BOSS: ODD-MECH
ATTACKS:

- Zoom Attack
- Extendible Arms
- Shoulder Pad Shooters
- Super Head Smash
- Shoulder Barge

TOWN E
FEATURES:

- Supply Shop
- Snack Shop

This bit's crap really, except for the mysterious appearance of a Fish Horn for sale in the Supply Shop. Buy the Ski Pass if you want, but it only operates the ski lift in a level on Stage 5.

LEVEL 3

21 Just sit yourself in the Mousemobile and burn rubber. (Or should that be wood?)

BOSS: THE CHANGER

24 This boss obviously changes from one person to another, learning how to defeat each incarnation is the key:

THE CAT: Throws Axes/Dash Attack (stay away)
THE ROBOT: Throws Cogs (attack)
THE OCTOPUS: Energy Wave (jump over the Wave to avoid it)
THE BLUE CAT: Thrusting Fire Kick (stay away and use special attacks)

Stage 5

LEVEL 1

Hit the roof of the control hut to reveal another mysterious stone icon. If you bought the Ski Pass it should be moving and you'll find the level easier.

LEVEL 2

25 Run like hell, but watch out for the gaps. When the snowball hits the water get on it and stay on it – using your coins on the Heli-Bunnies and reverting to the Pipe when the Mech-Fish appear – until the snowball is just about to melt into nothing.

28 TOWN F
FEATURES:

- Hotel (save spot)
- Snack Shop
- Bath House
- Hypertravel Centre

28 You've got to fight Odd-Mech from the front, then from the side. By now you should have the Odd-Mech's control well and truly sussed out, so thwarting his attacks should prove to be simple.

LEVEL 4

22 Quite tricky this one. When you've got a chance, steal a Fishmobile and proceed until you reach a high wall. Now leap (in the fish) and

then leap out of it when it's as high as it can jump. You must do this several times, even at the end, because the first Statue is a dummy.

It's a good job that there's an infinite supply of Fishmobiles.

Stage 6

LEVEL 1

SEMI-BOSS: THE BOAT MAN

29 Throw special attacks into the face on the bow.

BOSS: THE BOAT MAN'S BIG BROTHER

30 Knock his own bombs straight back at him using your Pipe, but stay fairly close to him, so that the blobs he occasionally throws at you go over your head.

TOWN G

FEATURES:

- Hotel (save spot)
- Snack Shop
- Dice Emporium
- Supply Shop
- Hypertravel Centre

31 In this town is a palace with a large door, similar to the one on Stage 2. Hit the crate to the left to reveal a money cavern.

LEVEL 2

32 Watch for the loose tiles on the roof, as they are very dangerous. Take out the gun emplacements before they start firing, and try not to let the Heli-Bunnies gang up on you. Also, run as fast as you can when the second sloping section starts to drop, or you will miss your chance at reaching the only platform.

LEVEL 3

FEATURES:

- Hotel (save spot)
- Supply Shop
- Bath House
- Jetty Sweep

33 Whether you go left or right at the start determines what sort of level you are going to do. If you go right you will end up doing a level similar to Stage 3, Level 4, Section 3 (the food level). If you go left you will encounter something similar to Stage 1, Level 3 (the abacus).

Later in the level another left or right decision must be made. Going left will put you in a level similar to Stage 2, Level 4 (trampolines), and going right offers something reminiscent of Stage 4, Level 5 (the Yo-Yo's). Got that?

BOSS: THE MASTER

34 For the Robot this is a bit of a joke, because he can simply throw his bombs straight up, and by timing it correctly, they will land on The Master's head. But the other two characters will need to use the Umbrellas to get up to his height and hit him. The Umbrellas must also be used to shelter from his Death Beam.

FINAL BOSS: MECH-GOEMON

35 Yes, The Master you fought was a Robot clone. The *real* Master has managed to make the princess wear the bunny costume and stolen Mech-Goemon. Unfortunately, he wants to smash you to bits with it. The key to defeating him is the men in the rabbit suits who throw bombs at you. Hit the bombs as they fall and they will fly into Mech-Goemon's mouth. Keep an eye on the crossfire though, as you don't want to get shot.

There are four different types of bomb to keep you on your toes. The standard bombs come in threes, giving you a chance to hit one no matter where you are on the roof. The blue bomb creates a ripple of blue bunny flame across the roof, in the direction that the bomb was thrown. Red bombs bounce about, and yellow ones create a small fire which takes a while to go out. The only real tactic for all of this is to keep moving. When Mech-Goemon takes a big suck on his Pipe, the next shot becomes crucial. Failing to score a hit means that you will be blown into the air, while Mech-Goemon takes shots at you. Stick at it and after loads of hits he will fall.

Can anyone explain the real reasons for the stone icons and the Fish Horn? If you find out, send your answer to: Ask Allan or Mode 7 at *Super Play*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

SUPER SECRET LEVEL: THE HAUNTED HOUSE OF HORRORS

Check this out! Whilst putting the finishing touches to this *Mystical Ninja* guide, I discovered what has to be the most awesome secret level ever.

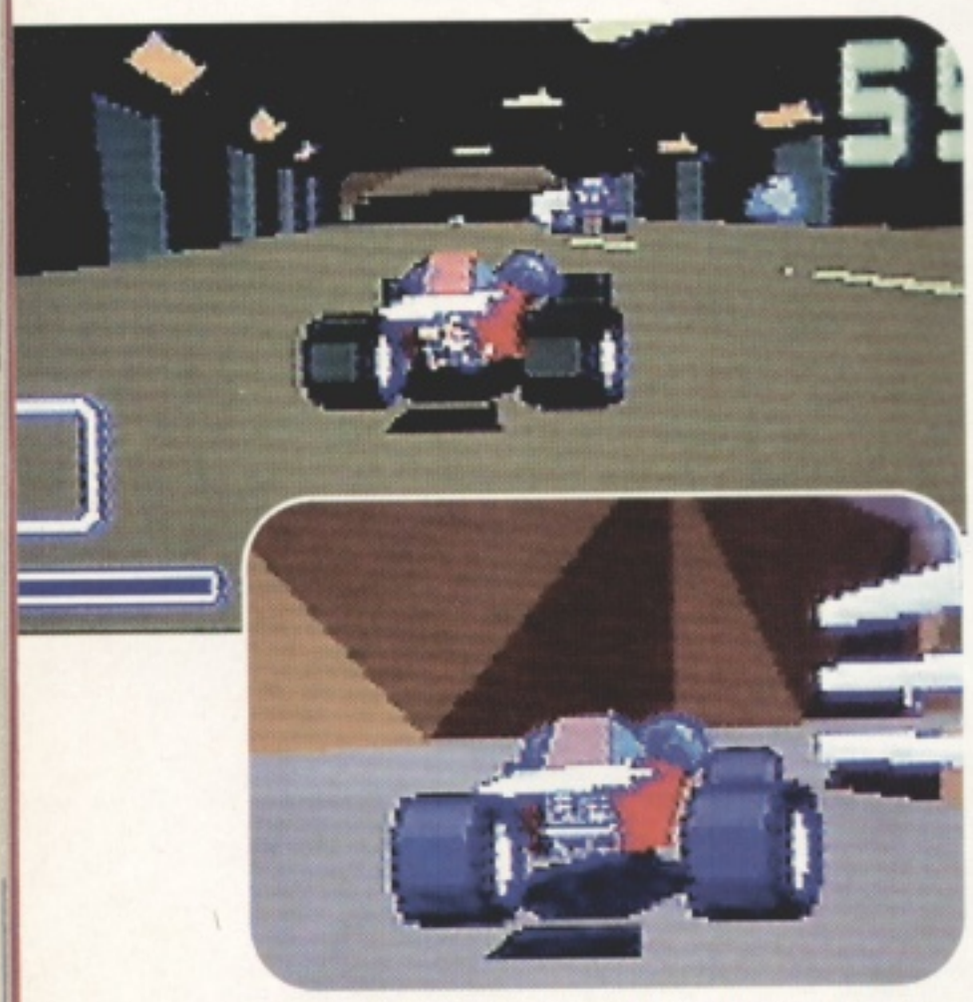
Go to the Fairground Island and speak to the lady in the castle. Now go and play all four games on the island. That's *Bazooka Ball*, *Memory Game*, *Xexex* and *Jetty Sweep*. Now go back to the castle and – hey presto! – one truly mega secret level appears for your delectation and delight.

GAMEFREAK

SNES TECH & GAMING ANSWERS

By Jason Brookes

Puzzled by the profusion of new SNES games? Or are you just gagging for the gore in *Mortal Kombat 2*? Whatever the case, Gamefreak's the expert. Or so he keeps telling us...



***Stunt Race FX*, Argonaut's next big release. But when is it coming out? (See letter below.)**

DEAR GAMEFREAK,

1) Are *F1 Pole Position* and *Human Grand Prix* actually the same game? If so, why have they got a different name and publisher?
2) When are *Starfox 2* and *FX Trax* coming out?
3) Is *Starfox 2* going to be split-screen?
4) Will there be *FX Trax* 2?
5) Are SNES games coming down in price to £16?

Adam Jones, Powys.

1) Yes, they are the same game. They're identical, apart from the fact that UBI Soft changed the control system to make the game more playable. (*Human Grand Prix* is the Japanese name.)
2) *Starfox 2* will be out in the Autumn. *FX Trax* is out in Japan in May (now called *Stunt Trax*), and will probably be released here soon after.
3) Yes, but the top window is currently smaller than the bottom one.
4) Er, perhaps we'd better wait and see how the first one does, eh?
5) Absolutely not. What piffle you spout.

DEAR GAMEFREAK,

I have just bought a Super Famicom and I am having some trouble. I have a Philips V6620/05 TV which is 10 years old, although it has two SCART sockets. When the machine is plugged into SCART 1 a black-and-white picture is displayed, while SCART 2 gives a colour picture. The main problem is that neither picture is static and rolls repeatedly down the screen flickering very badly. This makes it practically impossible to play.

I also have a new Sony Nicam TV which the Super Famicom works perfectly on. However, my parents watch the Sony TV, so I'm restricted when I can play on my console. Is there a way of curing the problem with the Philips TV, or do I have to buy a PAL booster? Is this the old 60Hz problem?

Bryn Philips, Merseyside.

It sounds like your TV is too old to handle the 60Hz signal of your Super Famicom – that's why the screen is rolling. And the solution isn't easy either, I'm afraid. PAL boosters usually work at two speeds – 60Hz PAL or 50Hz PAL. To get a 50Hz signal from a 60Hz Super Famicom with a booster, you will need to get your machine modified by a specialist. Give TDS Trading a call on (081) 677 5113.

DEAR GAMEFREAK,

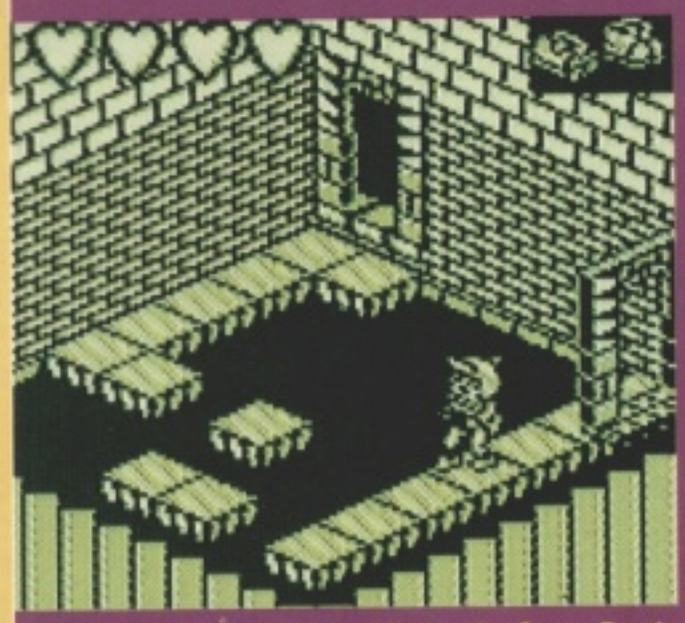
I have lived in Japan for the last two years and I purchased a Super Famicom over there. (*Oh no, not another one – GF.*) When I returned to the US, I bought a copy of *Super Play* and saw an ad for an adaptor with which you could play US SNES games on the UK system. My question is, is there an adaptor to play US SNES games on my Super Famicom? I would appreciate any information you can give me, including how much one would cost in US currency. Please send the information directly to me, as the place where I bought *Super Play* is a long walk away.

Wesley Colangelo, Minnesota, US.

Your problem is simply that a US cart won't physically fit in a Japanese machine's slot. A basic bridge adaptor would serve your purpose, raising the level of the edge connector. It ought to be cheap, too. Start walking now.

DAYDREAMING

The welcome return of the games player's soapbox, where tired old formulaic re-hashes are tossed about and fed to the dogs, while great ideas and original concepts are allowed to blossom like the first Spring snowdrops. (*Er... – Ed.*)



Jon Ritman's *Monster Max* on the Game Boy is excellent. Why can't we have a SNES version?

Dear Daydreaming,

I can't quite give Richard Hanlon (Daydreaming *SP*16) his dream, but I may be able to go part of the way there. I recommend that he tries *Monster Max* by Titus on the Game Boy, as it's the nearest thing to *Head Over Heels* on a Nintendo he's likely to find. It's by the same programmer (that's me!), the same artist, it's twice the size and twice as good. Release date – April 1994.

Yours advertisingly,
Jon Ritman, London.

And who said Gamefreak was only read by sad and obscure people? Cheers for the screenshots Jon. *Monster Max* is brilliant by the way. How about a Super Nintendo version?

Dear Daydreaming,

1) How about an FX chip RPG? Most structures could be polygon generated, while the backgrounds could be created by normal means. Part of the game could involve your characters riding on a mecha

DEAR GAMEFREAK,
Please could you tell me how to get hold of the soundtracks to the *Heroic Legend Of Arislan* and other anime tapes such as *Akira*? I would like to know because I enjoy the music and it's always spoiled by voices and sound effects.
Miles Elford, Eastleigh.
Getting hold of imported music CDs isn't easy, but you could try Compact Disc Services at Magnum House, 140 Seagate, Dundee, tel: (0382) 76595. It helps if you know the serial numbers of the CDs you want (Japanese magazines usually list them).

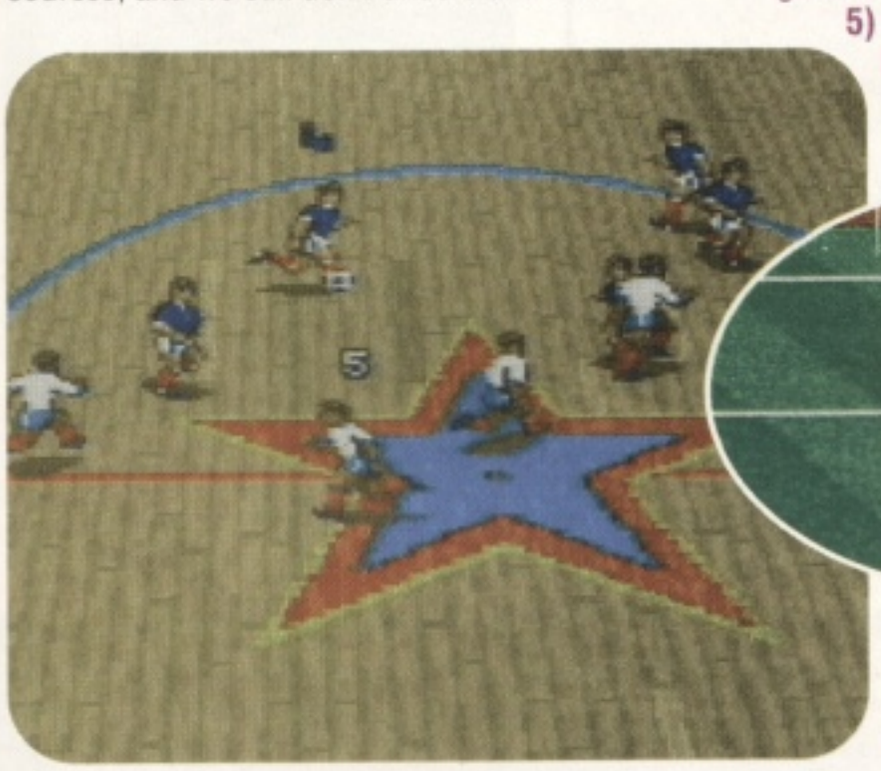
DEAR GAMEFREAK,
1) For Christmas I got *Secret Of Mana* (US) and a new GamesMaster adaptor. Whenever I used the converter I took all the precautions written in *Super Play* and on the converter box, but about two weeks after Christmas all my files were erased.

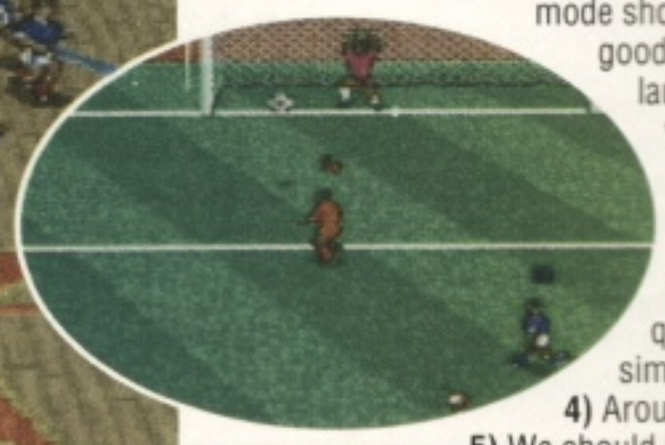
I started again from the beginning, but a few days later the same thing happened. I turned off the game and put a different UK game in the converter. Then I turned the game straight back on and several files were there.

Finally, getting around to the question, are my *Mana* files somehow getting 'saved' on my UK games, and if they are, why is there no mention of this in your review? Hope you can help.
Edward Tothill, Surrey.
We've heard about this problem from a few sources, and we still don't understand the confusion. Datel's Pro Universal Adaptor works the game fine, as does Zap's GamesMaster adaptor, but adaptors can never be 100% relied upon for games that have battery back-up.

Where in the UK can you buy anime and game music CDs like these?

DEAR GAMEFREAK,
I am very excited about what Elite and Electronic Arts had to say in issue 15 about the new football games that they are planning to release in the coming year. The games I am talking about are *World Cup Striker* and *FIFA Football*. Please answer these questions, as loads of football fans are desperate for a decent footy game.
1) What are the release dates for both games?
2) Will *World Cup Striker* be better than *Striker*?
3) Will *FIFA Football* be anything like the recent Mega Drive version?
4) How much will both games cost when they get into the shops?
5) When will you review these games?
Michael Philips, East Lothian.
1) They should be out in May.
2) Its four-player Multitap mode should be good for a laugh, but we can't say at this stage.
3) Yes, quite similar.
4) Around £45.
5) We should have reviews of both of these games next month. Turn to our news pages this ish for previews.





We haven't played *World Cup Striker* properly yet, but check out Super Express for a preview.

DEAR GAMEFREAK,
My friend and I have recently completed *Shadowrun* – with the help of your Super Player's Guide in *SP*17. The game was incredibly enjoyable and addictive, and when were watching the impressive end sequence Drake said that he will be back in *Shadowrun II*. Do you have any information of the sequel, as I really enjoyed the first game?
Graham Atkinson and Scott Cox, Nonamesville.
I'm afraid there's been no news about the sequel just yet, but we'll let you know as soon as there is.

GOT A PROBLEM?

Then tell the Gamefreak. He's the expert. And he's got all the answers. His address is:
Gamefreak, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

airplane or dragon of some sort, so you can experience an aerial view. When the battle screens appear, the magician in your group could possess exotic magical spells that, curiously, would be of the three-dimensional polygons-generated variety, 'seen only in times when lords of fire ruled the land'. Or something.
2) Like so many other people, I can't wait for a sequel to *F-Zero*. Here's my idea:

If *F-Zero 2* were to have an FX chip, it should be called something like *Super FX-Zero*. It should allow the driver to engage in some seriously destructive behaviour. Your car could pop off a ramp that sends you flying through the fortieth-storey window of a glittering skyscraper, with dramatic breaking glass animations.Then you'd drive through the building, break through the other side (more dramatic breaking glass animations), barely landing on the other side of the road, tyres screeching all the way.

You could also negotiate ridiculously tight turns in an alleyway filled with crates and debris. No people in the alleyway, of course. Actually, there *could* be people, but they'd run out of the way at the last second, like in a movie. To make it even more exciting, your super car could drive onto a huge, luxuriously wooded, eight-lane highway. 'Oooh, there we are, a relaxing Nintendo-style diversion from all the fast-paced action' you would say. Then an enormous Stealth Bomber would fly over, showering the road with cluster bombs! 'Aaaahhh! Blimey!!!' you'd say. Some sort of 'save the princess' story would have to be concocted to justify all the wanton destruction, of course.
Shawn Bowman, Oklahoma, US.
And they say video games don't screw you up. Great name for *F-Zero 2*, though – *Super FX-Zero* – I like it lots.

Dear Daydreaming
I would like to see a sequel to *Pilot Wings*. *Pilot Wings 2* would be a two-player game (simultaneous with a split-screen) so that you could compete against a friend. The game would also have other new features, such as allowing you to fly in a hot air balloon, microlight, glider and even a high-tech plane used on secret missions such as a Stealth Fighter or F14.
Neil Baxter, Romford.
Well Neil, I'm afraid you'll have to wait for Project Reality to come along. In a recent interview between fat Frank off *Total!* magazine and *Pilot Wings* creator, and all-round-game-genius, Shigeru Miyamoto, he let slip that *Pilot Wings 2* will probably be one of the first games for Project Reality. Better get saving, eh?

Dear Daydreaming
I would like to see a game like *Alone In The Dark 2* on the Super Nintendo.
Nick Whitford.
So would I Nick.

On that final, unelaborate note, this concludes Daydreaming for another month. Remember, there are more Jon Ritmans out there paying heed to your deluded ramblings. Honest. Please keep sendin' 'em in to Daydreaming, Gamefreak, *Super Play*, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.

Maybe, one day, your perfect SNES game will be born...

MODE 7

By Dan Jevons

CALLING ALL CHEATS, CRACKERS, AND GAME-FREAKS!

Super Play **and the lovely Dan Jevons conspire to bring you another instalment of the best cheats and tips pages that money can buy. Hurrah! And most of them have been sent in by you, our loyal readers. A big thanks to everyone who contributed to this month's Mode 7. You know who you are.**

And, as a quick guideline, please, please, please try and send us tips for the most recent Super Nintendo games – we get far too many sent in for games that have been around for absolutely aaaages. Obviously, we want tips for the best games, too. No turkeys, thank you.

And every time your name is mentioned, we send you a *Super Play* pen, or something equally fab. The address to send your tips and cheats to is: Mode 7, *Super Play*, Future Publishing, 30 Monmouth St, Bath BA1 2BW.

Wearing the right shades transforms the simplest of outfits into the coolest rags around.

COOL SPOT

(Virgin) *SP*14: 82%

- **Level select**
- **Invincibility**

No doubt about it – he's cool. And he's about to get cooler, thanks to Philip Anst of Hornchurch. Hold down L and R together, then switch on or reset the game. Then, when the Virgin logo appears, press SELECT 30 times and the screen will fade to that fabulous prey of the Mode 7 cheat-hunter, a programmer's debugging menu. Now press the A button to turn LIVES to ON: this will give you invulnerability. Then use the L and R buttons to choose the level on which you will start. Press SELECT again to go to the level (don't press START, which will take you to the beginning of the game with none of the cheats operating).

MORTAL KOMBAT

(Acclaim) *SP*11: 81%

- **How do you reach ERMAC?**

This month's Mode 7 postbag was pitiful enough without half the letters being about some supposed hidden character in *Mortal Kombat*. So who is ERMAC? I don't know, and I don't rightly care. EaRnings per MAChine, perhaps? It doesn't matter anyway, as Acclaim's head honcho officially confirmed that he's definitely not in the home versions. So there.

If weapons are allowed, why doesn't anyone have the sense to bring an AK47 to one of these tournaments? Peasants.

ASK ALLAN

INVALUABLE MONTHLY GAMING ADVICE

This month sees an RPG special, as your *Zelda* and *Secret Of Mana* problems have come flooding in like an, er... Well, like a flood, really. Still, that's what I'm here for, so I'd better get cracking.

First some *Zelda* related problems:

DEAR ALLAN,

On *Zelda III* I have got three of the four bottles, I have the one from the pub, one I bought and one from a locked chest in Dark World, but where is the fourth?

Martin R, Leeds.

ALLAN SAYS:

Go to the Dark World and jump in the lake. Stand in the shallow patch surrounded by three small stones and use the Mirror to warp back to the Light World. You'll appear beside a bridge near the castle. Swim underneath it to where a friend of yours is camped out. He will give you the bottle when you wake him up.

DEAR ALLAN,

Where can I find the Hook Shot and Titan's Mitt in *Zelda III*?

Neil Davies, Wrexham.

ALLAN SAYS:

The Hook Shot is in the big chest in dungeon 2 of Dark World and the Titan's Mitt is in the big chest in dungeon 4.

DEAR ALLAN,

I am stuck on Level 2 of *Flashback*, can you provide me with a code for Level 3, please? Thanks.

Alexei Basirov.

ALLAN SAYS:

Hang on Alexei, let me get this straight. You've parted with 50 smackers for a top rotoscoped platform adventure, and you can't be bothered to play through more than the first level? What happened to good old-fashioned perseverance, eh? Well, you need help and help you I will. Try putting in either of these codes for Level 3 on Easy, Medium and Expert respectively: RSVP, PHRG or HNYTM. Still, I can't see you having much luck with the later game if you can't get past Level 2. It requires you to practice running jumps and platform-grabs – just hold down the RUN button and tap the direction to run, then release the RUN button to leap up and grab. And don't forget to hang on once you're there...

DEAR ALLAN,

On *Jurassic Park* I can't open some of the gates with my weapons. Can you help?

Ryan McCartney.

ALLAN SAYS:

Once you have rebooted the system you can choose any one gate to become active, but only one. To change gates you must find another console.

DEAR ALLAN,

On *Zelda III* I can't find the last two heart pieces – the one in the Digging Game and I the one on the separate mountain peak in Dark World near Turtle Rock.

Steve Johnson, Poole.

ALLAN SAYS:

The one near Turtle Rock can only be reached by entering the cave nearby (the cave containing lots of chests where you must use your Hook Shot a lot). Walk forward and straight off of the edge and you'll find yourself standing on an invisible platform. Now use Ether Magic to illuminate the platform to reach that elusive piece of heart. The one in the Digging Game is found by pure luck.

It seems that you lot are having trouble with the *Secret Of Mana* too. Take a look at this lot.

DEAR ALLAN,

Please tell me how to defeat the Spiky Tiger in Elinee's Castle.

Mark Harrison, Horsham, West Sussex.

Dragon Ball Z combat is usually preceded by a game of Hide & Seek. Oh look, what else do you want me to say?

DRAGON BALL Z 2

(Bandai) *SP*17: 75%

- **Boss control**
- **Hidden character**
- **Two turbo speeds**
- **Microscopic fighters**

It's become a bit of a trend hasn't it? I mean, why not just make boss control standard and save all this fussing about with secret codes for something really interesting like hidden characters? Sigh. Turn on the machine and wait until you see the person flying across the screen in the intro bit. Quickly enter: UP, X, DOWN, B, 'L' button, Y, 'R' button, and finally A. If you've got it right you hear something in Japanese ('Kakalootou' – unfortunately, the resident in-house translator wasn't around, so for all we know it could be really important), and you'll be able to select the last two bosses. Kudos to Anthony Yau of Essex, and to Stephanus and Tony from Sydney (g'day mates) and if you should ever feel in the mood, give us a ring and tell me what happens in the next six months of *Neighbours*.

As for hidden characters, it seems that W Wong from Manchester (a true Mode 7 veteran) has found just that, though it's nothing to do with a code. Play the game in Story Mode on Level 3 or 4 (Super), and you'll end up fighting a chappie called Super Saiyan Broly, as seen in the latest *DBZ* movie in Hong Kong last Summer. If you manage to beat him you'll be given a special code 'PASS-3LY' – though what it actually means is anyone's guess.

And that's not all! Hold down the R button on controller 2 and reset the machine. When the title appears, some Japanese words will flash rapidly, and the background music will change to indicate that Turbo mode is activated. For an even faster game, do practically the same but holding down both L and R buttons before resetting. This engages Turbo 2 Mode, a welcome option on a game which can feel incredibly sluggish at times.

Finally, a special cheat for two-player mode. Select your characters and ignore the next menu. Just before the bout, when the message screen for your character appears, press DOWN, DOWN, DOWN, DOWN, DOWN and you'll hear a tone. Both players can do this on their own message screen (where the characters stand and brag to each other beforehand). When the game starts, the warriors will be as tiny as those on the radar scanner – but still able to fight, fly and cast planet-busting fireballs. You might have trouble seeing them, that's all. We like our super deformed characters, but this is ridiculous!

That's quite enough about *Dragon Ball Z* for one issue, I think. Hidden moves and the like will be revealed on another occasion. And, following a request, can anybody translate the storyline of the game for Anthony Yau? We'll pass any info on to him.

TURTLES TOUR. FIGHTERS

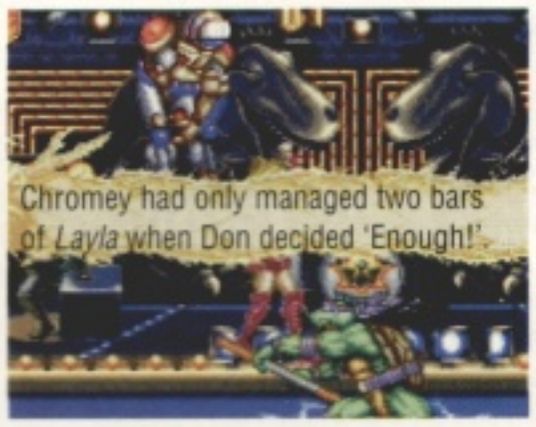
(Konami) *SP*15: 90%

- **10 continues in Story Mode**
- **Select the final two backgrounds for fighting in versus battles**
- **Use the Rage Attack in Story Mode**

Ruben Govindon of London wrote in with these tasty codes for this outstanding Turtle-'em-up. (Note: all codes should be entered on the title screen.)

For 10 credits in Story Mode enter: B, B, A, A, X, X, X, X, X, X, X. To select the two boss stages for use in versus matches enter: L, R, L, R, L, R, A. Finally, to use the absolutely mental Rage Attacks in Story Mode just enter: UP, LEFT, DOWN, RIGHT, X, Y, B, A, X, Y, B, A, X!

However, should you feel like something a bit more risky, try Christopher O'Leary's (from Surrey) method of obtaining all three codes at once, though I'm not too sure Lewis Logaridis would approve. Turn on your SNES, go to the options screen, press RESET, go back to the options screen and switch off your SNES (by the power switch) for approximately two seconds. Then switch it on again and go back to the options screen. It sounds dodgy, I know, but I got it to work before Ruben sent in his codes, so there you go.



Chromey had only managed two bars of *Layla* when Don decided 'Enough!'.

ALLAN SAYS:
Stuck on the walk-through in the manual? Tsk... Ideally, your hit points should be about 140 or more. Use the bow (this can hit Spiky Tiger even when it's on the raised platforms) and the spear and never let your HP go below 80, because Spiky Tiger can string spells together to finish you off without giving you a chance to fight back. As with most Square RPGs, the locations expect you to be at a certain level when you reach them. If you do some extra monster-bashing beforehand you can keep building up your experience and hit-points till you can breeze through.

DEAR ALLAN,
How do I get onto Karon's Ferry and what do I do in Kakkara and the Ice Country?
Iain Steele, Aberdeen.
ALLAN SAYS:
You won't be able to board Karon's Ferry until you have been to see Jehk in the Lofty Mountains. As for your other question, you must find the tropics in the Ice Country and obtain Salamando's Magic which will allow you to get through the Fire Palace near Kakkara.

DEAR ALLAN,
How do you get the Gnome Elemental? In the cave north of Matango there is a crystal orb which is only affected by Gnome Magic. Can you tell me where to find it?
Steve Beaven, Swindon.
ALLAN SAYS:
Go back to the Underground Palace in Gaia's Navel and talk to the gnome in the seed room who will give you the Gnome Magic.

DEAR ALLAN,
What must I do to the crystal orb south of the Moogle Village in the upper land?
Chris Seller, London.
ALLAN SAYS:
Well Chris, you must get Sylphid Magic from the Wind Palace, but I assume you haven't found the Wind Palace yet, so maybe this next question will help.

DEAR ALLAN,
In the Moogle Village, can you tell me how to solve the riddle: 'Walk the seasons from Spring to Winter, Spring again and we can enter'?
John Hopkinson, Blackpool.
ALLAN SAYS:
Take a look at the forest around the Moogle Village. A quarter of it is in blossom, a quarter is autumnal and the rest is snow-covered and wintry. What strange weather conditions – what can they all mean?

Now go away and use your head in future, you peasant.

DEAR ALLAN,
How do we beat the Mana Beast?
Ross McLatchie, Glasgow.
Paul Sheraton, Fleet, Hampshire.
ALLAN SAYS:
As the Mana Beast slowly flies up from the bottom of the screen, turn your sword into the Mana Sword, using both the girl and the sprite's Mana Power Magic (Dryad Elemental). But beware as the Mana fades rather quickly and must be constantly powered-up.

DEAR ALLAN,
We can't kill the boss in the Underground Palace, please help!
James Phinbow, Sussex.
Milo Rodriguez, Oxford.
ALLAN SAYS:
When the Fire Gigas is flying around in bits he is invulnerable, so the instant he materialises use the sprite's Acid Storm Magic (Undine Elemental) as many times as you can before he dematerialises, and he'll be gone in no time at all.

DEAR ALLAN,
Where is the Magic Rope?
Matthew Moore, Reading.
ALLAN SAYS:
Remember the pool of lava that you cooled in Gaia's navel? Well, from there go down and then left and the stairs, now go into the room nearby and you'll see a chest guarded by two goblins. Get rid of the goblins and you'll find the Magic Rope in the chest.

ONE FINAL WORD

I have a small thermo-nuclear device ready to be posted to the next person who mentions the words '*Street Fighter II*' and 'bosses' in the same letter. You have been warned.

SEND YOUR LETTERS TO:
Ask Allan, *Super Play*, Future Publishing, 30 Monmouth St, Bath, Avon BA1 2BW.

ACTION REPLAY CODES

Time for some more action of the replay variety, methinks. Oh, and a quick message to Andrew Hackett who sent me over 100 *SFII* codes – you're a very sad man and need help, fast.

SFII TURBO
7E0C D10(x) – Overlap characters. Mix special moves (x is 0 to 7). Enable Action Replay after fighters appear on screen

OUT TO LUNCH
7E00 8AA4 – Infinite time
7E00 8803 – Infinite lives
7E00 9F0(x) – Weapon (where x is 1 to 3)

TURTLES: TOURNAMENT FIGHTERS
(Replace 7E0E with 7E0F for player 2)
7E0E E460 – Infinite energy
7E1A C451 – Rage attack
7E1A CE0(x) – Character select. (Change x to A or B for Rat King and Karai)

DRAGON BALL Z 2
(Use 7E06 for player 2)
7E05 62C8 – Infinite energy player 1
7E05 6501 – Increase in spiritual power player 1
7E05 10C8 – Reverse control player 1

PLOK!

(Tradewest) *SP*14: 90%

● **Secret warps**
Here, thanks to Ian Crome of Norwich, are all the secret warps that he's managed to find for this surprisingly entertaining platformer. Shoot the fruit three times, follow the general directions and much level hopping hilariousness is sure to ensue.

Beach (1-1): From the start, jump left to warp to 1-6 (Crazy Cradles).
Columns (1-3): Drop down by the arrow. Warp to Blind Leap (1-7).
Log Falls (1-4): Middle of the level. Warp to Ricketty Bridge (1-5).
Ricketty Bridge (1-5): Head towards the first flag-pole, then go all the way left to the barbed wire. Warp to Bobins Bros (1-8).
Blind Leap (1-7): Keep on the platform in the middle of the level by the arrow pointing up. Warp to Plok's House (2-3).

Akrillic
Garlen Beach (2-1): Head right to Orson! (The jet platform thingy.) Jump to the right. Magic platforms will appear. Warp to Sleepy Dale (2-2).

Legacy Island
Sponge Rocks (3-4): There's only one fruit. Warp to the Log Falls (3-5).

Akrillic: Plok Town
Plok Town (2-4): Not a warp, but a secret room. Jump up on top of the hut at the start of the level and shoot the target. Collect your limb and drop onto the lift. At the top of the lift walk up the stairs and jump left.
Venge Thicket (2-5): Far right of the level. Warp to Dreamy Cove (2-6).
Crashing Rocks (2-10): This warp is only found on the Normal skill level. Just walk left. Warp to Flea Pit (4-4) – High Flying. And rather tough it is too.

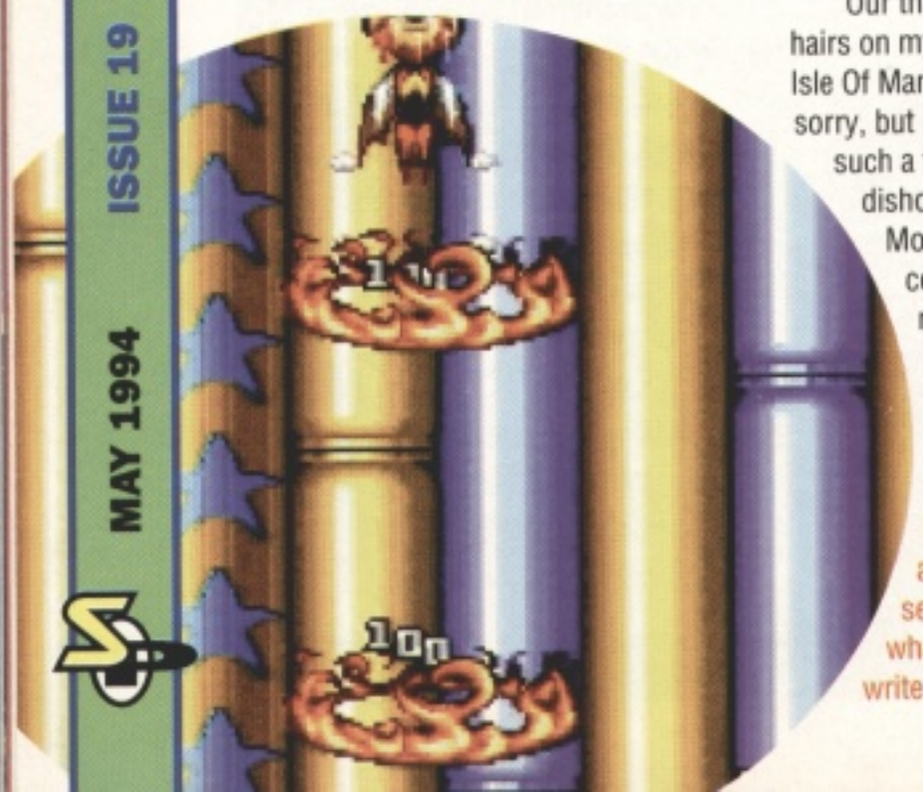
AERO THE ACROBAT

(Sunsoft) *SP*13: 84%

● **Level skip**
It seems that I made another bit of a mistake last issue when we printed this tip for Sunsoft's decidedly not-so-original mascot-'em-up. I only showed you the first half of the cheat. Whoops. So, all those of you who expected to miraculously skip levels after entering: DOWN, A, DOWN, Y, DOWN, A, DOWN, Y, START on the title screen, I'm sorry – you've actually got to start the game, pause it, and then press UP, X, DOWN, B, LEFT, Y, RIGHT, A, 'L' button, 'R' button and SELECT as well. OK? Got that? Good.

Our thanks to Stephen 'not by the hairs on my chinny chin' Chinn from the Isle Of Man for that correction. I'm very sorry, but I cannot apologise enough for such a transgression. I have dishonoured the good name of Mode 7, and there is only one course of action open to me: ritual seppuku. Goodbye, cruel world–(Dan keels over. The ceremonial dagger slips from his hand).

Having mopped up the blood and dressed his wounds, we sent Dan packing. But, hang on, what have we done? Who will write Mode 7 for us next month?



RANMA 1/2

(NCS Masiya)

● **50 credits**
Simply access the options screen, highlight 'credits' and press SELECT 10 times. Et voila! 50 free continues.

Thanks to Deakin Scott for sending in this little corker.

'Highlights, madam?' 'Or would you prefer a blue rinse?'

SUPER AIR DIVER

(Sunsoft) *SP*12: 51%

● **Loadsa lives and mission select**
Simply press (in sequence): Y, B, A, B, Y, Y, B, A, B, Y, B on the title screen. If this is done correctly, you'll be transported to the 'before game' intro screen where your mission and number of lives will appear. And here's where you get to be sneaky. Press X to increase your number of planes, and Y to make your mission number increase.

Cheers to Anabelle Bar of Wimbledon for that.

Above: Armed with a few lessons in aerial acrobatics and a couple of hot tips, you too could be flying upside down over Norwegian-type fjords.

Vega performs his quadruple salchow, whilst Blanka waits for his artistic impression marks. Shame about Torvill and Dean, wasn't it?

STREET FIGHTER II TURBO

(Capcom) *SP*11: 96%

● **That flipping back-flip**
And while we're about it, you can stop writing to us about Balrog's back-flip too.

The free guide booklet which came with issue 12 claimed that his back-flip couldn't be performed in *Turbo*. We're now aware that you *can* execute the move by pressing all three punch buttons simultaneously. Everybody got that? Good. We're very sorry, but let's just forget all about it now, okay? Look, what do you want – blood?

GAME GENIE CODES

Things are looking a little healthier this month, but keep those Game Genie codes coming. Noses to the grindstone, and I don't want to hear any pathetic excuses.

ALADDIN
DDB53467 + DDBA3FA7 – Level select on main menu (press and hold R and use D-pad to choose)
DF641DD0 – Start with one life
DFB83F07 – Start with one continue (well, you wanted it harder)
17B83F07 – Start with 99 continues
DDA74DD5 – Bonus round played after every level

ALIEN 3
3C2844D4 – Infinite ammo for assault rifle
3C223D64 – Infinite ammo for grenade launcher
3C253704 – Infinite ammo for flame-thrower
D76D1DA0 – Less energy from medi-kit

CYBERNATOR
C2344FDD – Infinite credits
DD3F1406 – Energy chip worth nothing
62BF17(x)F – Replace x with A or D to start with lasers or homing missiles

DAFFY DUCK: THE MARVIN MISSIONS
C28734AD – Infinite nutty attacks
7DBDC7D4 – Start with $30,000
DDA33FA6 – Extra lives cannot be bought
C2833D6F – Invincibility

Come on you lot, we want more codes! So get hacking and send them in to: Game Genie codes, Mode 7, *Super Play*, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.

Once upon a time, there was this little bee called Twin, he had a brother called Gwin and a sister called Win... Damn, run out of space.

RAINBOW BELL ADVENTURES

(Konami) *SP*18: 70%

- **Endless power-ups**
- **Change character during game**
- **Full weapon capacity**
- **Invincibility**

We can't help noticing that this game is being sold as *Pop'n Twinbee 2*. Believe us, it's nothing like the original game (only the little characters are the same) and not a patch on it, either. The two-player mode is a complete mess and the platform ethic is undermined somewhat by the bees' ability to fly. Nevertheless, if you rushed out to buy this on the strength of the first game, we're happy to offer you a little comfort with four top cheats.

On the first few levels, charge up your flying jump power and shoot straight up into the air. Keep flying straight up and you will soon leave the atmosphere. An altimeter will appear, giving your height in kilometres: ever wondered how high you can fly? It'll take some time, but keep going up until the meter reads 9,999. At this height you will see a little star which releases an endless stream of myriad-coloured bells for as long as you're around. Push and hold UP to gradually float past it, and repeat to stock up on power-ups and weapons.

You don't have to stick with the character you picked at the beginning of the game, either. At any time during the action use START to pause and then press UP, UP, DOWN, DOWN, LEFT, RIGHT, B, A and unpause to become a different 'bee'. Your power-up level will remain intact, too. Choose Winbee for flying and Twinbee for scrapping, and you'll have an easier time of it all.

Feeling a bit weak and feeble before the fight? Then pause the game, enter the combination UP, UP, DOWN, DOWN, L, R, L, R, B, A and unpause to reach your character's full weapon capacity. Bit hard now, aren't we? That should eliminate any butterflies in the stomach.

If you want to bottle out completely, then Mode 7 is happy to offer the ultimate cheat – complete invincibility. Pause the action once more, enter the cheating little codelet of L, R, L, R, A, B, X, Y, L, R, L, R, A, B, X, Y and unpause. You can now walk over spikes, laugh at missiles and generally kick sand in the bosses' faces. And they can't touch you for it, you know. This cheat stops working at the end of the level, so you'll have to enter it again on the next. Note that all of these cheats can be used by player 2 as well.

There, that lot should keep you busy. Remembering the number of cheats we've printed in the past for *Pop'n Twinbee*, we wouldn't be at all surprised if there were yet more just waiting to be found.

(He can't shoot those cute, cuddly little teddy bears, I'm going to report him to the RSPCA – Lisa.)

SUPER EMPIRE STRIKES BACK

(LucasArts/JVC) *SP*15: 71%

- **View the end credits**

Yes, by simply pressing A, B, A, B, A, B, A, B on the title screen you too can sit back in the comfort of your own home and watch Yoda's ugly melon appear behind the end credits of this rather fabbo LucasArts license. And for all you *Star Wars* fans out there, the good news is that Lucas is definitely going to be making another three movies to add to the legendary trilogy. Yippee.

MEGA MAN X

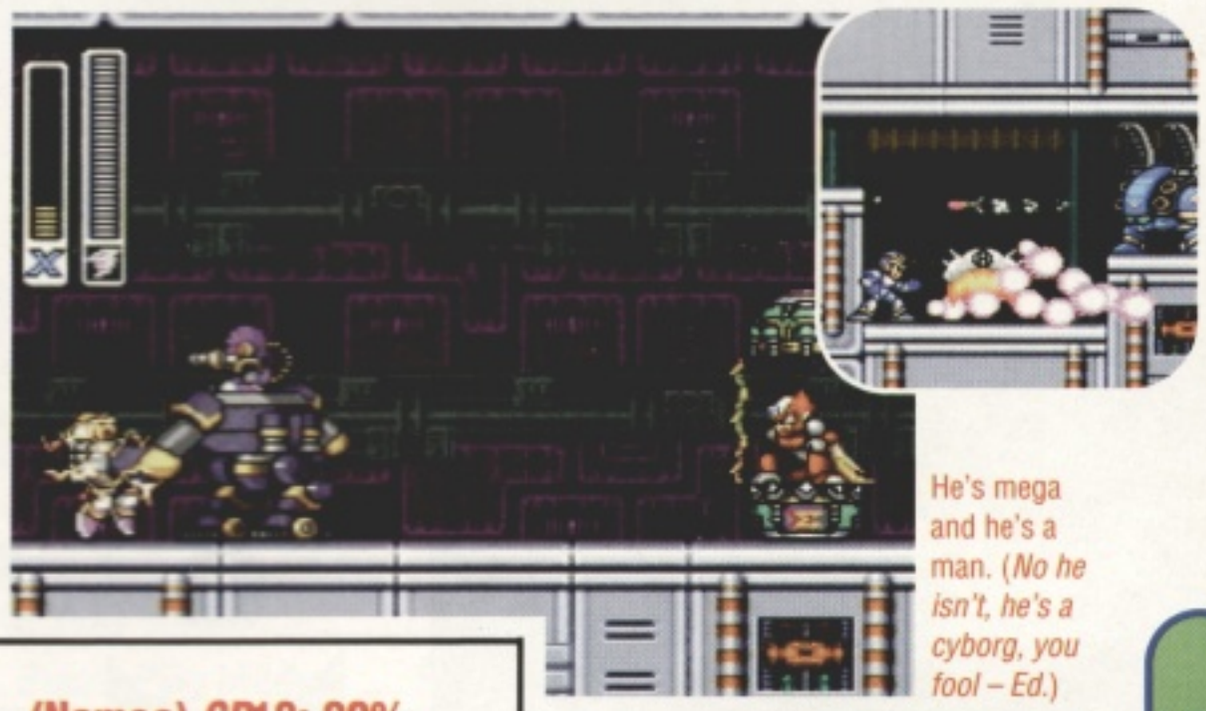
(Capcom) *SP*17: 88%

- **Level codes**

I haven't had an excuse to shout about how fab Capcom are for ages. So here it is. 'Capcom are brilliant!' 'Brilliant, do you hear me! *Ghouls 'n' Ghosts*-mungously *Street Fighter*-tastically brilliant.' And this, their latest venture into the realms of the platform genre, is no exception. Codes come courtesy of Deakin Scott of Surrey.

And here's a special code that starts you off with Super Armour, Super Boots, Super Helmet, all the bosses dead, and a huge energy bar. Thanks to Gonzague Kuttemann, who's no stranger to *Super Play* tipping:

ONE	TWO	THREE	FOUR	FIVE	SIX	SEVEN	EIGHT	NINE
4325	6718	4561	4123	5656	4573	5653	4576	1676
5852	5177	1718	5412	8156	5466	7642	1666	6626
1821	6171	8546	3438	5224	7434	7554	5168	2188



He's mega and he's a man. (*No he isn't, he's a cyborg, you fool – Ed.*)

METAL MARINES

They're metal and they're marines. (*You're fired – Ed.*)

(Namco) *SP*18: 80%

- **Level codes**

Stomping about in 50 tonnes of heavily armed and armoured mobile battle suit is our idea of a good time, so we quite enjoyed this simplistic strategy wargame that owes an awful lot to the *Gundam* series. Unfortunately, the levels are difficult and easy by turns, so you might find a couple of these codes useful.

	JPTR	FKDV
PNTM	NBLR	YSHM
HBBT	PRSC	CLPD
PCRC	PHTN	LNVV
NWTN	TRNS	JFMR
LSMD	RNSN	JCRY
CLST	ZDCP	KNLB

THAT'S ALL FOLKS!

All? All? Isn't four pages packed with the hottest tips around enough?

Send your tips and cheats to: Mode7, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

Bet he reads...

TOTAL!

Yep, Shigeru Miyamoto, the creative genius behind Mario, Zelda and Stunt Race FX, knows a good thing when he sees it. That's why he reads TOTAL – Europe's biggest independent Nintendo magazine.

This month we bust into Nintendo's world HQ and snoop around their research and development centre to bring you the very hottest news of Super Mario World on the SNES and Donkey Kong on the Game Boy. Plus we talk exclusively to Shigeru about his work on Nintendo's sizzling new format – Project Reality.

And as though that wasn't enough, we also have the first independent review of Wario Land on the Game Boy! With all this, plus a free, giant-sized Mega Man X poster – you can see why he reads TOTAL. On sale now!

SUPER PLAY SUPERSTORE!

If you want to treat yourself to some quality SNES accessories, then check out the bargains in *Super Play*'s Superstore.

SUPER PLAY BINDER

Keep your precious copies of *Super Play* safe and in pristine condition with these sturdy and incredibly stylish binders. They each hold 12 magazines, and now we've produced 19 issues for you, why not buy two binders at the same time and save yourself some dosh?

£5.99 2 FOR £10.99

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Play American and Japanese carts on your UK Super Nintendo (and, for that matter, your UK carts on Japanese or American machines). How? By using a Universal Adaptor, of course. We're offering you this useful piece of kit at only... **£16.99**

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Want to enhance your games playing skills without lifting a finger? Well, you've come to the right place. *Super Play* is offering you the chance to buy this Competition Pro Pad, which features auto and turbo fire, a slow motion selector and an eight-way superswitch. Hurrah! It's an essential buy if you want to keep beating your mates. And – yes! – we're offering it to you at the amazingly cheap price of... **£16.99**

PRO ACTION REPLAY

Turn to Mode 7 on page 74 right now, find the Action Replay codes box and see what you're missing out on, if you don't get hold of a Pro Action Replay, that is. You can get infinite lives, infinite continues, invincibility, or find loads more codes for yourself, with this excellent cart. It can be yours for only... **£44.99**

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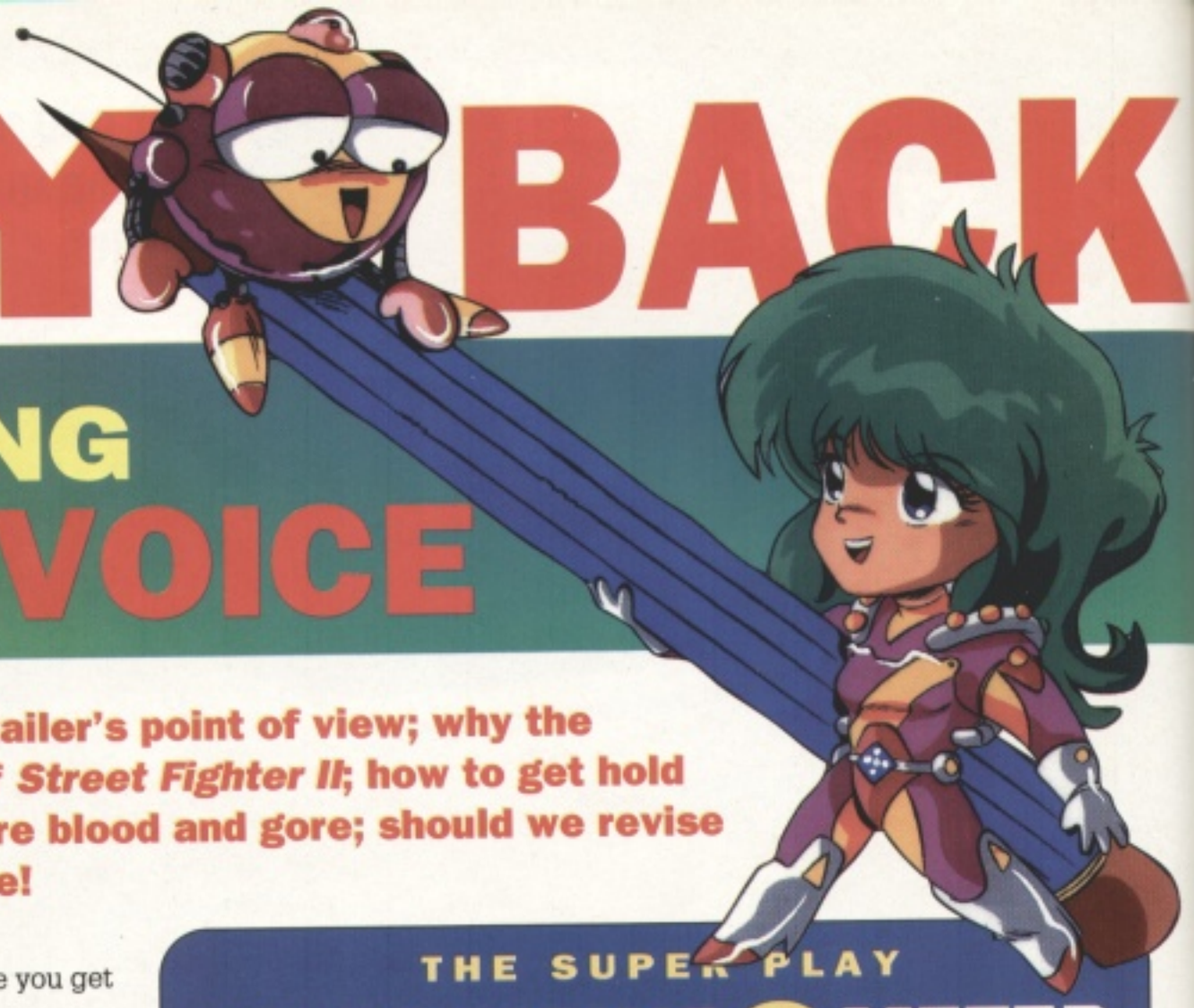
PLAYBACK



HYPER EXCITING READER'S VOICE

This month in Playback: Copiers from a retailer's point of view; why the Japanese read *Super Play*; stop ripping off *Street Fighter II*; how to get hold of the first three issues of *Super Play*; more blood and gore; should we revise our rating system?; and more anime please!

'I WOULD BE SHOOTING MYSELF'

I am writing this both as a games player and a retailer of video games. I am appalled at the amount of people who ring me and enquire if I sell copying devices such as the Magicom and Wild Card. I could make a lot of money selling such devices, but ultimately I would be shooting myself in the foot. It is partly because of these illegal add-ons that games are so expensive in the first place; and the more that come into the country, the more games are going to cost. Retailers and buyers wake up! Do not sell or buy copying devices, in the end you will kill the console market altogether, and then where will we be?

I know it's very tempting to be able to have all the games you want cheaply, but there are plenty of places that swap and rent games. If you're caught with a copying device and games there is a large fine and possible imprisonment. Is it really worth it, just to play more games? I think not.

So, in conclusion, all I will say to readers out there is: if you are tempted to buy a copier, don't do it, and if you want to buy one, don't bother ringing me, because all you will get will be a curt 'No, thank you and goodnight'.

And regarding other retailers who do sell them, let's hope you get caught soon eh?

Geoff Wiltshire,
The Console Wizard, Gwynedd.

That just about sums up the situation. Thanks for the letter.

'LOOKING FOR AN EXTENSION'

I have been looking for an extension cable suitable for the Super Nintendo control pads, but have been unable to locate one. Could you please tell me where I can get my hands on them?

Yours sincerely,
Martin Hill, Maidenhead.

Try getting in touch with Effin Awesome on (0924) 897359, they should be able to assist.

'IN A SHOP THE OTHER DAY'

I was looking through the videos in a shop the other day and I saw a video called *Thunderbirds 2086*. The drawing on the front reminded me of *Macross 2*. I was wondering whether it was a Japanese cartoon, because it had anime-style drawings on the back.

Thanks,
Steven Bagley, Redditch.

It is indeed a 'Japanese cartoon'. The producers in Japan acquired the *Thunderbirds* license from the English company ITC, jiggled the plot-line slightly and released it over there as *Techno Voyager*. It has since been dubbed into English, and as well as a video release, has been aired on BBC1. In judgment, we'd say that it was average, and worth buying only if you're an anime completist.

THE SUPER PLAY INTERESTING-O-METER

Write about anything that's not hot and it's binned.

HOT

- Football games
- Any other ball games
- *Super Play*'s new office
- *EastEnders*

NOT

- Anything to do with *Secret Of Mana*
- The cart age rating system
- The Saturn, 3DO and PS-X

'IF YOU DON'T BELIEVE ME'

I'm writing about this 'contestazione' dispute – about the Italian footy phrase that everyone reckons they know the meaning of. Well, I do.

Well, it's actually 'golaccio', a slang expression that simply means 'great goal!'

If you don't believe me, 'phone Chrysalis TV and speak to them. I look forward to my pen! Cheers.

Ciao,
Matthew Penny, Yeadon, Leeds.

Thanks to everyone else who wrote in to correct us on this point. Matthew's letter was, however, the first which we received and his pen is indeed on its way.

'BRAINS OOZING OUT'

I would like to share my views on game certification with you. I think many companies will take advantage of this, and in the near future we will see two-player beat-'em-ups where the characters will shout four letter words, and then maim each other with lead pipes.

The final screen will show one person standing over the other, shouting at him, as he lies face down with his brains oozing out and his limbs scattered around the screen.

I'm all for this certification.

Yours sincerely,
Steffan Kilby,
Formby, Merseyside.

There *will* be software developed which will maximise upon the freedom given by the new rating scheme. But don't hold your breath waiting for it to appear on the SNES. Nintendo will still maintain

'WEAR A KIMONO EVERY DAY'

I am Japanese girl and I love to read this magazine. I have never known this wonderful magazine since my friend told me about it.

When I opened the front cover of *Super Play*, I found some pictures of very common manga in Japan. Such as *Ranma 1/2*, *Dragon Ball Z*, *3x3 Eyes*, *Final Fantasy*, *City Hunter* and *Y's*. I am really grateful to this magazine. Some people are still thinking that the Japanese people wear a kimono every day in Japan and also still living in a old house, but it is not true! Japan has already developed and they've got a wonderful knowledge of computers and industry, and I know that the *Super Play* is showing the truth of industries in Japan. I would like to thank you all!!

From,
Yoko Kurokawa, Japan.

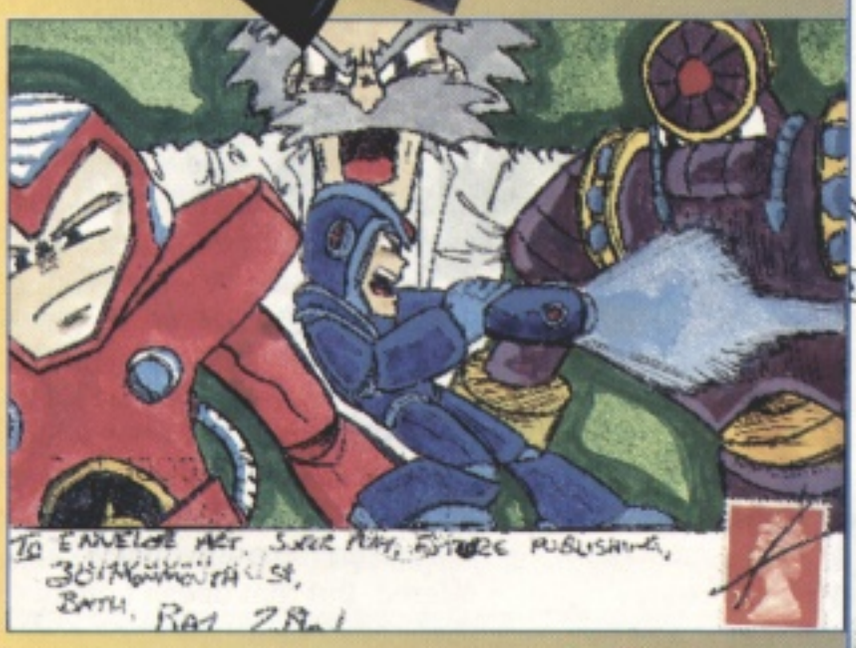
You are very welcome, Yoko. Although we feel you would find it very difficult trying to find many Westerners who still harboured those beliefs. In fact, we are more likely to feel threatened by the advanced technological brilliance of the Japanese.

ENVELOPE ART!

Want to be in with a chance of winning one of these incredibly stylish *Super Play* T-shirts? Then get those poster paints out and send us a decorated envelope (you can enclose a letter, or some tips for Mode 7 in the envelope too if you want). Post the whole lot to: Envelope Art, *Super Play*, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.

Mega Man mania is taking the country by storm. Rose Burt from Perthshire, Scotland is one fan of the game.

W Wong from Stockport, Cheshire sent in this brilliant piece of *Dragon Ball Z* artwork.



Above: James Vandenburg from Brixham, South Devon is another *Mega Man X* admirer.

Below: This lovely anime girl has been drawn by one of our regular envelope artists, Tyrone Theophile from London.

T-SHIRT WINNER!

And the winner this month is Scott Priddy from Bristol, with his version of *SFII*.

overall software publishing control and won't approve games that are likely to greatly damage their 'family' reputation. If the action you describe in your letter really is your cup of tea, perhaps you would be better off popping down to the video shop, instead of playing video games.

'GET YOUR ACT TOGETHER'

I wish to comment on Nintendo's so-called family censorship scheme.

Why do they decide to erase all the blood and gore from *Mortal Kombat* when games such as *Tuff E Nuff*, *Wolfenstein 3D* and the infamous *Street Fighter II* all contain lots of blood and violence?

Come on Nintendo, get your act together. Most SNES owners are mature and accept the difference between video games from real life.

So Nintendo, how about giving us *Mortal Kombat II* in all its arcade glory (or should that be gory)?

Yours sincerely,
Barry Smith, Crawley, W Sussex.

Nintendo's main objection to *Mortal Kombat* was the ferocity of the finishing moves, but they decided to remove the blood as a further measure. There does appear to be a pretty blurred line between what level of blood is and isn't acceptable, but the new certification scheme should ensure that a 'full' version of *Mortal Kombat II* is at least considered for the Super Nintendo.

'HIGHLIGHTS'

PS Have you played *Mortal Kombat 2* at the arcades yet? How about an arcade player's guide? Any chance of a SNES release of *MK2*?
J Stanley, Australia.
Yes. No. Yes.

When Nintendo release their Project Reality machine, will you be reviewing games for that machine as well as the SNES, or will you become a 100% Project Reality magazine instead?
William Dawson, Co Armagh.
We will cover the Project Reality, but won't be 100% committed.

Pop'n Twinbee is *Axelay* with cute graphics.
Damian Jordan, Tameside.
No it isn't.

When will Nintendo bring out all their old Super NES games on a budget label?
Michael Wilson, Cheltenham.
See our feature in the next ish.

I'm going to be a dad. Thank you Michelle. All *Super Play* booties will be greatly appreciated.
Simon Tomlinson, Sheffield.
We asked Sue to get knitting, but she was much too busy playing *Super Puyo Puyo*.

Could you rate all the new video releases like you do with games, by giving them percentage scores, etc?
Maruan 'Mario' Mahguib, Tunbridge Wells.
A rating system for videos is being considered.

'THIS IS MOST LIKELY NOT TRUE'

✎ As technology advances, games get better and better. A game made two years ago compared to a game in the same genre today will be nowhere near as good. What Cart? is a great idea, but some of the games that you reviewed in the early issues might not be worth the rating you gave them – when compared to games being produced today, for instance *SFII*. You gave it 94% in *SP*1. Now maybe (this is most likely not true) the newer version, *SFII Turbo*, was only worth 94%, but because you rated *SFII* 94%, you wanted to emphasise that it's better than *SFII*. So you gave it 96% instead when it might have only been worth 94%. Saying that you gave it 94%, it would have been a good idea to downgrade *SFII* to 92%. That's my point. As time goes on, better games come onto the market. *Super Mario World* might have been worth 94% a while ago, but now it could be worth only 90%.

Going back and re-reviewing everything every two years would take ages, so I don't know how to solve the problem.
Yours faithfully,
Christian English, Australia.
Read your second sentence again, Christian. Are you *really* claiming that *Super Mario World* – over three years old – is 'nowhere near as good' as *Super Mario All Stars*? That's simply not true. You have made a fairly valid point overall, but as you rightly say, keeping an up-to-date record of retrospective review marks would be a near impossibility. One concern here at *Super Play* is that readers place too much importance on the final percentage mark, disregarding the textual critique which is, in fact, of paramount importance.

'LITTLE BROTHER INTO LIMBO'

✎ I'd like to know your views on a few subjects:
1) Do you think playing time on consoles should be unlimited? I spend one to two hours a day on my Super Nintendo and my dad says that I'm totally addicted and blames any mistakes I make on 'that machine'. In view of the recent press coverage, what do you think? Do you have any specific playing time in mind?
2) I agree with Faris Aranki's letter in issue 17. Wouldn't Nintendo be wiser to produce an add-on? It would stop the SNES following its little brother into limbo.
Yours sincerely,
Jason Steel, Doncaster.
Regarding game time, the only recommendations Nintendo themselves make is that you should take a 10-15 minute break every hour during long periods of play. Your overall gaming time certainly sounds reasonable and probably represents the average amongst video gamers today.

Your second point about the CD-ROM add-on is obviously in accordance with how Nintendo themselves initially planned to develop the system. Part-way through the development process, though, the limitations of optical storage (CD's) became apparent and Nintendo discarded the project in favour of silicon technology (cartridges). Indeed, their proposed Project Reality console will use cartridges as its primary storage medium, with a CD-drive as a possible future add-on. Don't forget, the NES has been around for 11 years without any expansion (discounting the unpopular disk drive), and hasn't died yet, In fact, Nintendo have recently produced a new *Wario* NES game and have relaunched *Zelda* for it in Japan.

'A STEPPING STONE '

✎ Why do companies spend so much time and resources ripping off *Street Fighter II*? When it first came out I just had to buy a SNES and played it to pieces. The reason I enjoyed it so much was the new, refreshing form of gameplay it offered. But that doesn't mean other beat-'em-ups will be as good as *SFII*, in fact, all the others are pointless. Instead of ripping off *SFII* to make a few bucks, companies should use it as a stepping stone to the next level of gameplaying, instead of hiding in its shadow.
Andrew Smith,
Kelvedon, Essex.
Whenever a successful formula is found, rival companies clamour to clone it. Sad, but true. Still, if they're up to *TMNTTF* quality, we aren't complaining.

'GIVE ME INFORMATION'

✎ It's good to hear more people around the world are waking up to entertainment which used to be ignored. And *Super Play* has more interest in it and includes more coverage than other magazines.

But I would like to read more on the newer, up-to-date animations. Even though I live in Australia, I still get videos, manga comics, magazines (with comics in) and read an anime magazine called *Animedia*. All these books etc, are Japanese and are sold here. And because they come out on the same date as they do in Japan, they give me information on new stuff.

You still have good articles but I don't think you cover enough.
Yours sincerely,
Akimi, Australia.
You must appreciate that *Super Play* is primarily a Super Nintendo gaming magazine. We do, of course, cover anime because of its relevance to the Super Nintendo scene, but our coverage has to be geared towards what is (and what is *likely* to become) freely available in the UK, rather than just concentrating on the newest material being released in Japan.

'GO LIKE HOT CAKES'

✎ Please, please, please could you tell me where I could get hold of *Super Play* issues 1, 2 and 3. I recently received my back issues for the *Super Play*'s that I missed, but I cannot get hold of the sold-out issues.

I'm sure that if you printed some more of these issues they would go like hot cakes.

Also, could you tell me when *Zelda IV* and *FIFA Soccer* are coming out?
Thanks a lot,
David Vaziri.
Your best bet is to place a free advert in the 'wanted' section of Supermarket (see page 95), but be prepared to pay anything from £5 to £15 for each magazine.

The only news on *Zelda IV* we have heard is that it's due for release on Nintendo's Project Reality console in 1995. Don't discount a sequel ever appearing on the Super NES though, Link is one of Nintendo's strongest characters and they're bound to produce another *Zelda* game with him as the star.

FIFA Soccer should be in the shops in June.

KINDLY LEAVE THE STAGE

Once again we dredge the depths of *Super Play* readers' humour (!) and print three of the best (?) jokes. Shyeah, right.

Q What's Nintendo's favourite pop group?
A Depeche Mode 7.
Alex Kikikaikai, Maidenhead.
1/10

Q What's the definition of a farmer?
A A man outstanding in his field.
Deborah Graham,
West Yorkshire.
0/10

Q What does a constipated maths teacher do?
A He works it out with a pencil.
Simon Franklin,
Cross Gates, Leeds.
2/10

Get 5/10 or above and you win yourself a stupendous *Super Play* T-shirt.
Kindly Leave The Stage, *Super Play*, 30 Monmouth St, Bath BA1 2BW.

WRITE NOW!

If you've got something to say and want to see your name in print, then what are you waiting for?

PLAY BACK, SUPER PLAY, 30 MONMOUTH STREET, BATH BA1 2BW.

Nintendo HOTLINE

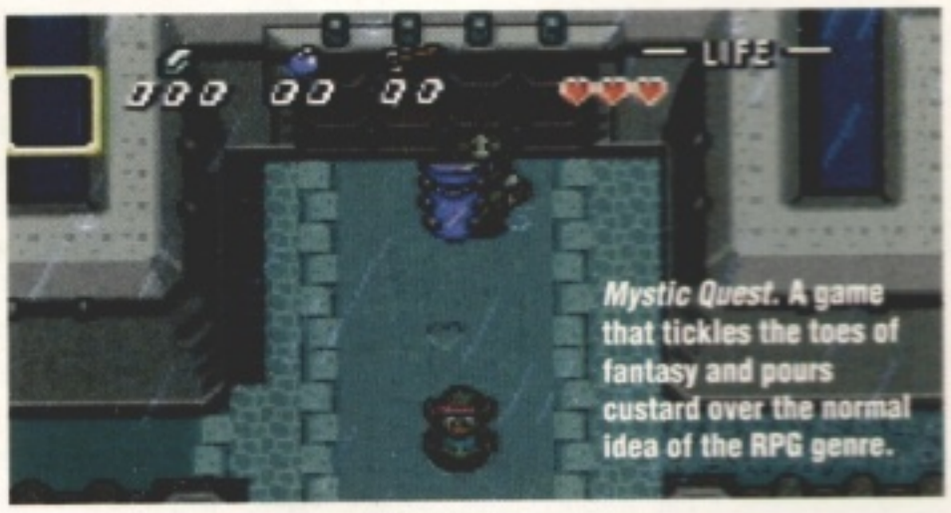
(0703) 652222 (0703) 652222 (0703) 652222

In this month's Hotline page, Shaun and Mike give you a couple of tips on two of the best RPGs on the Super Nintendo; *Mystic Quest* and *Zelda*.

MYSTIC QUEST

Loads of people seem to be having problems getting to Fireburg on *Mystic Quest*. So here, just for them, is the solution.

Once you have found the Venus Shield, you must move the strange statue that you see there. Push the statue to the left until it hits the wall. Then get behind it and push it all the way to the left, until it hits the stone block poking out of the brick floor.

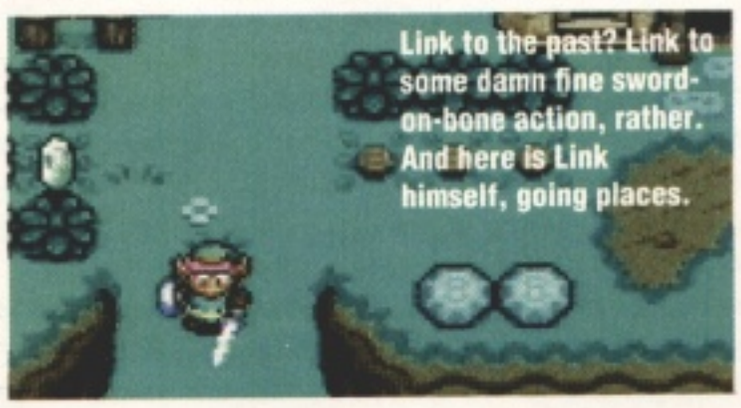


Mystic Quest. A game that tickles the toes of fantasy and pours custard over the normal idea of the RPG genre.

Exit the tower passing the wintry temple, and re-enter via the east entrance. Once inside, find the sealed doors and stand in front of the one that looks like the river coin and press the A button on the control pad. Go to the second floor and you will see the statue that you can use to jump across to the other side.

ZELDA: A LINK TO THE PAST

Although there are plenty of very good RPGs hitting the market, we still receive a large number of calls on the original (and we reckon still the best) RPG on the Super Nintendo – *Zelda: A Link To The Past*. It seems that many people are having problems killing Ganon at the end of the game. So here's how to do it.



Link to the past? Link to some damn fine sword-on-bone action, rather. And here is Link himself, going places.

When you arrive at Ganon, start by constantly hitting him with your sword (which should be on power level four), and avoid his staff, which will occasionally spin round the room.

After several hits, he'll stop throwing his staff and surround himself with fireballs. These will turn into Firebats and hurl themselves towards you. Avoid them and continue to hit Ganon with the sword. After bashing him seven or eight times, he'll jump up and make a section of the floor disappear. Hit him three more times and after every strike he'll make another section of the floor vanish. Soon there'll be a complete gap around the outside of the room.

You will now notice that the two torches at the bottom of the screen have gone out. Light them both using your torch or firerod and return to your item screen and select the silver arrows. Now hit Ganon with your sword to freeze him, and then hit him with a silver arrow. If both torches aren't lit you will not be able to freeze Ganon.

Watch out for the Firebat that flies across the screen at you. If he knocks you off the edge, you'll have to repeat the whole process again. Anyway, hit Ganon three more times with the trusty sword and silver arrow to kill him. Now sit back, get yourself a cup of tea and watch the impressive end sequence!

The write thing

Challenge the best!

We're finally starting to receive a few letters from people who may actually be able to come a very close second to us on various SNES games (although if Steven Lee of Leicester actually believes he can beat Shaun at *Striker*, he's totally mistaken!).

The first round of challenges will take place over the Easter holidays. If you want to be in the running for a visit to Nintendo HQ and a crack at us at some point in the future, send your best scores or times (on any SNES games) to: Mike and Shaun's Hotline Challenge, PO Box 42, Eastleigh, Hampshire SO5 5XZ. Prizes and glory await those who can do it!

Incidentally, this address is the one to use if you've got any game queries too.

THE RUMOUR MILL

There's not much to report this month. We have heard, however, that there *will* be a *Super Street Fighter II* game towards the end of this year. Capcom will be releasing more news on a variety of their products later...

LAST MONTH'S MOST POPULAR QUESTIONS

On *Super Bomberman*, Levels 6-8, how do you kill the boss in the spaceship once you've killed the spider?

You have to wait quite a while until you receive a punch icon. Then punch five or six bombs at him to complete the game.

On Level 2 of *Flashback*, I keep dying when I fall down a long shaft. How do I get down it properly?

Jump across the gap and climb onto the level above. Then walk to the left-hand side and drop down. After a few seconds a lift will appear.

How can I get the goldfish in *Young Merlin*? I keep running out of air.

Go to the top left of the underwater stage, then rise to the surface using the balloon. Collect the gem and take it to the rainbow waterfall. Once there, throw it in and you'll receive the diver helmet, which will give you more time underwater.

In *Zelda 3*, where should I put the Superbomb from the bomb shop?

Take it to the crack in the pyramid (where you usually start in Dark World). You'll find a fairy in there. Throw in your bow and sword.

On *Mario 3*, how do I kill Bowser at the end of Koopa Castle?

As Bowser jumps around the room, he'll shatter the bricks that make up the floor. Avoid being stomped on or hit by his breath and he'll eventually kill himself by falling through the bottom of the screen.

WHAT CART?

	NAME, PUBLISHER	%	BRIEF DESCRIPTION
SP2	ACROBAT MISSION (JAP) *Teichiku*	38%	Despicably feeble vertically scrolling blaster. Avoid.
SP9	ACTION PACHIO (JAP) *Coconuts Japan*	42%	Boring and slow *Sonic* lookalike.
SP2	ACTRAISER (JAP/US/UK) *Enix/Quintet*	90%	Great combination of strategy and platform action.
SP16	ACTRAISER 2 (JAP) *Enix*	69%	Flashy presentation, but a disappointing step backwards.
SP1	THE ADDAMS FAMILY (JAP/US/UK) *Ocean*	82%	Enjoyable mix of puzzle, adventure and shoot -'em-up.
SP7	THE ADDAMS FAMILY 2 (JAP/US/UK) *Ocean*	90%	Huge, gorgeous-looking and fun platformer.
SP7	AEROBIZ (US) *Koei*	69%	Well-presented but over-serious airport management sim.
SP13	AERO THE ACROBAT (UK) *Marubeni*	84%	Fun platformer with functional graphics and huge levels.
SP15	ALADDIN (UK) *Capcom*	81%	Great to look at and very involving, but it's over too quickly.
SP18	ALCAHEST (JAP) *Squaresoft*	69%	A great looking slasher/blaster with clever power-ups.
SP15	ALFRED CHICKEN (UK) *Mindscape*	83%	Packed levels and a great central character.
SP9	ALIEN³ (US/UK) *Acclaim*	84%	Big and accurate movie conversion with great cosmetics.
SP6	ALIENS VS PREDATOR (JAP) *IGS*	28%	Unoriginal beat-'em-up. Neat idea but dire gameplay.
SP3	AMAZING TENNIS (JAP/US) *Absolute Entertainment*	80%	Looks nice, but the graphics restrict your view of the action.
SP10	AMERICAN GLADIATORS (US) *Gametek*	16%	Very sad attempt at reproducing the tacky gameshow.
SP1	ANOTHER WORLD (UK) *Interplay*	81%	Superb graphics and varied action, but it's a bit short.
	ARCANA (JAP/US) *HAL*	65%	RPG which sounds good in principle but is dull in practice.
SP13	ARCUS ODYSSEY (US) *Renovation*	57%	Bodged RPG/shoot-'em-up with virtually no gameplay.
SP1	AREA 88 (JAP) *Capcom*	91%	Exciting and brilliantly designed scrolling shooter.
SP15	ART OF FIGHTING (JAP) *Takara*	56%	Dull, unbalanced beat-'em-up with flat backgrounds.
SP5	ASSAULT SUITS VALKEN (JAP) *NCS Masiya*	91%	A brilliant, Japanesey shoot-'em-up with lovely graphics.
SP11	ASTERIX (UK) *Infogrames*	70%	An unoriginal but bright and cheerful platformer.
	ASTRAL BOUT (JAP) *A-Wave*	40%	Decent-looking wrestling game with dodgy gameplay.
	AUGUSTA MASTERS 3D GOLF (JAP) *T&E Soft*	79%	Graphically good golf game which plays okay.
SP2	AXELAY (JAP/US/UK) *Konami*	85%	Uninventive gameplay, but the graphics are gorgeous.
SP1	BART'S NIGHTMARE (JAP/US/UK) *Acclaim*	86%	Challenging, pretty and funny collection of sub-games.
SP7	BATMAN RETURNS (JAP/US/UK) *Konami*	87%	Straightforward, but beautifully realised, movie licence.
	BATTLEBLAZE (JAP/US) *Sammy Corp*	42%	Beat-'em-up which looks and sounds okay, but plays awful.
SP3	BATTLE CLASH (US/UK) *Nintendo*	48%	Super Scope game with a fatal lack of variety.
	BATTLE GRAND PRIX (JAP/US) *Naxat*	56%	Cumbersome driving game with a useless overhead view.
SP16	BATTLETOADS DOUBLE DRAGON (US) *Tradewest*	37%	A simple and incredibly boring scrolling beat-'em-up.
SP11	BATTLETOADS IN BATTLEMANIACS (US) *Tradewest*	80%	A fun beat-'em-up with loads of moves and fab animation.
SP5	BEST OF THE BEST (JAP/US/UK) *Electro Brain*	50%	The kick-boxing action here will soon get tedious.
	BIG RUN (JAP) *Jaleco*	34%	Driving game with dire graphics and virtually no gameplay.
SP8	BIO METAL (JAP) *Athena*	71%	Unoriginal and marred by slow-down, but challenging.
	BIRDIE TRY (JAP) *Toho*	28%	Truly terrible golf game with an appalling Mode 7 course.
	BLAZEON (JAP/US) *Atlus*	42%	Crude and jerky horizontal scroller.
SP7	THE BLUES BROTHERS (JAP/US) *Titus*	68%	Fairly nice platform romp with a spurious film connection.
SP8	BOB (US/UK) *Electronic Arts*	54%	Awkward-to-control and average-looking platformer.
	BOMBUZAL (JAP/US) *Kemco*	48%	Well-designed puzzler with dull graphics and gameplay.
SP14	BOXING LEGENDS OF THE RING (UK) *Electro Brain*	87%	Fab boxing game with variety and knockout graphics.
SP4	BRASS BOSS (JAP) *Lazersoft*	56%	Decent graphics, but basically just another beat-'em-up.
SP16	BRETT HULL HOCKEY (UK) *Accolade*	78%	A competent, well-constructed and enjoyable game.
SP10	BUBSY (US) *Accolade*	77%	Pretty and playable, if unadventurous, platformer.
SP5	BULLS VS BLAZERS (JAP/US) *Electronic Arts*	83%	Good, solid and accurate basketball game.
SP4	CACOMA KNIGHT (JAP/US) *Datam*	36%	Tedious *Qix* copy with attractive graphics, but little else.
SP7	CALIFORNIA GAMES II (JAP/US) *DTMC*	22%	Multi-event sport 'sim'. Stupid games and poor graphics.
SP7	CAL RIPKIN JR BASEBALL (US/UK) *Mindscape*	70%	Atmospheric, but awkward to play, and ultimately boring.
SP1	CAMELTRY (JAP) *Taito*	52%	Ball-in-maze-type puzzler which is too easy.
SP13	CAPTAIN AMERICA (UK) *Mindscape*	30%	Beat-'em-up with duff graphics and crap collision detection.
	CAPTAIN TSUBASU 3 (JAP) *Tecmo*	?%	Football management, Jap style. Impossible to judge.
SP5	CAVEMAN NINJA 2 (JAP) *Data East*	58%	*Joe And Mac* sequel. Fiddly gameplay and titchy sprites.

KEY

The guide to *Super Play*'s percentage scoring method.

90-100%
Why haven't you got all these? Go on – buy them!

70-89%
Now these are worth considering, definitely.

0-69%
Most of these are best left on the shelf, we reckon.

SUPER PLAY'S GAME LIBRARY

Once more, *Super Play* brings you the most up-to-date and comprehensive list of all (well, nearly) the Super NES games ever released. And we even tell you in which issue we've reviewed them (the ones without an issue number are older games that came out before we did!). Don't forget our easy-to-use colour coding, too, as explained in the key.

We've also taken a look at three classic Multitap-compatible games this month and put them all through their paces. Turn to page 90 to see what you think.

	NAME, PUBLISHER	%	BRIEF DESCRIPTION
	CB WARS (JAP) *Banpresto*	?%	Anime-style scrolling beat-'em-up. Impossible to judge.
SP13	CHAMPIONSHIP POOL (UK) *Mindscape*	78%	If you must play pool on the SNES, then go for this game.
SP7	CHESSMASTER (US/UK) *Mindscape*	55%	It plays chess all right, but the interface is badly designed.
SP6	CHESTER CHEETAH (JAP/US) *Kaneko*	58%	Bright, colourful platform game which lacks challenge.
SP18	CHOPLIFTER 3 (UK) *Ocean*	80%	A nostalgic helicoptery shoot-'em-up.
SP4	CHUCK ROCK (US/UK) *Sony Imagesoft*	61%	Imaginatively-designed platform game, but it's dull.
SP14	CLAY FIGHTER (UK) *Interplay*	85%	Lovely graphics which the gameplay can't quite match.
SP12	CLAYMATES (US/UK) *Interplay*	79%	Innovative and fun beat-'em-up, but it's too easy to finish.
SP16	CLIFFHANGER (UK) *Sony Imagesoft*	22%	A fourth-rate and wholly derivative game.
SP7	CLUE (US) *Parker Brothers*	46%	Unnecessary conversion of the *Cluedo* board game.
	COMBAT BASKETBALL (JAP/US) *Hudson Soft*	26%	Plodding Amiga-derived *Speedball* clone.
SP5	COMBATRIBES (JAP/US) *Technos*	57%	Dull platform blaster. No imaginative levels or weapons.
	CONTRA 3 (US)/CONTRA SPIRITS (JAP) *Konami*	90%	Superb platform blaster with excellent two-player action.
SP14	COOL SPOT (US) *Virgin*	82%	Looks snazzy, but the platforming fun is short-lived.
SP8	COOL WORLD (US/UK) *Ocean*	52%	Gorgeous film-based graphics, but where's the gameplay?
SP3	COSMO GANG (JAP) *Namco*	70%	Fun two-player shoot-'em-up, but infinite continues spoil it.
SP7	COSMO GANG: THE PUZZLE (JAP) *Namcot*	58%	Colourful *Tetris*-inspired puzzler that soon gets dull.
SP5	CYBERNATOR (US) *NCS Masiya*	91%	See *Assault Suits Valken*.
SP15	DAFFY DUCK (UK) *Sunsoft*	65%	Nice-looking and quite fun to play, but it's too derivative.
SP14	DARIUS FORCE (JAP) *Taito*	70%	Loads of baddies, but a curious lack of weapons.
	DARIUS TWIN (JAP/US) *Taito*	74%	Nice-looking shooter, but it lacks challenge and levels.
SP8	DEAD DANCE (JAP) *Jaleco*	78%	Beat-'em-up with lots of moves and well-balanced fighters.
SP4	DESERT STRIKE (JAP/US/UK) *Electronic Arts*	90%	Addictive overhead-view strategic shoot-'em-up.
SP8	DEVIL'S COURSE (JAP) *T&E Soft*	80%	The craziest golf game you're ever likely to see. Quite fun.
	D FORCE (JAP/US) *Asmik*	22%	Possibly the worst blaster on the SNES. Disgraceful.
SP1	DINOSAURS (JAP/US) *Irem*	83%	Too-easy platformer with fab graphics and lots of humour.
	DIRTY CHALLENGER (JAP) *Yutaka*	34%	Yet another dire wrestling game with unimpressive moves.
SP10	DORAEMON: WORLD OF FAIRIES (JAP) *Epoch*	56%	Cute-looking RPG with little gameplay under the surface.
SP15	DR FRANKEN (UK) *Elite*	58%	Unengaging, unoriginal platformer with sluggish gameplay.
SP10	DRACULA KID (JAP) *Naxat*	82%	An imaginative and very cute platform game.
	DRAGON BALL Z (JAP) *Bandai*	?%	RPG with some combat scenes. Impossible to judge.
SP8	DRAGON BALL Z (JAP) *Bandai*	73%	Original beat-'em-up with lots of moves and fab graphics.
SP17	DRAGON BALL Z 2 (JAP) *Bandai*	75%	All the appeal of the first game, but it doesn't last long.
	DRAGON QUEST V (JAP) *Enix*	?%	Sprawling RPG with primitive graphics.
SP1	DRAGON'S LAIR (US/UK) *Elite*	82%	Dreamy looks and great gameplay, but can be frustrating.
SP4	DRAKKHEN (JAP/US/UK) *Kemco*	64%	Boring RPG with okay graphics, but awful combat system.
	DREAM PROBE (US) *Riot*	33%	Bland platform beat-'em-up with lots of Japanese text.
SP12	DUNGEON MASTER (US) *JVC*	88%	Inventive, packed with detail and great fun to play.
	EARTHLIGHT (JAP) *Hudson Soft*	?%	Space strategy game with Jap text. Impossible to judge.
	ELFARIA (JAP) *Hudson Soft*	?%	Great sprites, but lots of Jap text. Impossible to judge.
SP7	EVIL SWORD (JAP) *Datam Polystar*	55%	Colourful, bizarre and not very exciting slice-'em-up.
SP13	EVO: SEARCH FOR EDEN (US) *Enix*	47%	Evolution sim with graphics that could try harder.
SP2	EXHAUST HEAT (UK) *Ocean*	69%	A reasonably sound driving game.
SP18	EXHAUST HEAT II (JAP) *Seta*	83%	Fast, fun racing game with nice parallax, but some judder.
	EXTRA INNINGS (US) *Sony Imagesoft*	64%	Baseball game with cute characters and slick action.
	F-1 EXHAUST HEAT (JAP/US/UK) *Ocean/Seta*	69%	3D racer with small cars and little warning of corners.
SP15	F1 POLE POSITION (UK) *Ubi Soft*	83%	Weird controls and average graphics, but great driving.
SP8	F1 GRAND PRIX PART II (JAP) *Video System*	52%	Viewed-from-above racer which is fun if you persevere.
SP3	FACEBALL 2000 (JAP/US) *Bullet-Proof Software*	54%	Slow, jerky and confusing 3D maze shoot-'em-up.
SP9	FAMILY DOG (US/UK) *THQ*	39%	Dull and frustrating platformer with unwieldy controls.
SP9	THE FANG OF EDO (JAP) *Micro World*	49%	This scrolling slash-'em-up looks okay, but is boring.
SP4	FATAL FURY (JAP/US) *Takara*	76%	*SFII* copy which looks good and plays fine.
	FINAL FANTASY II (US) *Squaresoft*	86%	Graphically basic, but lovely music and an involved quest.
	FINAL FANTASY IV (JAP) *Squaresoft*	86%	See *Final Fantasy II*.
	FINAL FANTASY V (JAP) *Squaresoft*	?%	Popular RPG with Japanese text. Impossible to judge.
SP3	FINAL FANTASY: MYSTIC QUEST (US) *Squaresoft*	79%	Role-playing for beginners. Fun, involving and cheap.
SP1	FINAL FIGHT (JAP/US/UK) *Capcom*	86%	Brill graphics and lots of variety, but no two-player mode.
SP10	FINAL FIGHT 2 (JAP) *Capcom*	75%	As above, with a two-player mode, but no challenge.
	FINAL FIGHT GUY (JAP) *Capcom*	83%	Pointless *Final Fight* sequel with a new main character.
	FIRE DODGEBALL (JAP) *Sunsoft*	45%	Based on an imaginary sport, this is very basic.
SP11	FIRST SAMURAI (UK) *Kemco*	80%	Platform beat-'em-up with loads of playability.

	NAME, PUBLISHER	%	BRIEF DESCRIPTION
SP15	FLASHBACK (UK) *Sony Imagesoft*	91%	A bit linear, but it's involving and the graphics are great.
SP6	FLYING HERO: BUGLE'S BIG ADV (JAP) *Sofel*	68%	Likeable blaster, but doesn't really stand out.
SP9	FORTRESS OF FURY (JAP) *Jaleco*	68%	Nice graphics, but slow and unimaginative gameplay.
SP1	F-ZERO (JAP/US/UK) *Nintendo*	86%	Fast and smooth racing game with bland scenery.
SP2	GEORGE FOREMAN'S BOXING (US/UK) *Acclaim*	18%	Tedious, limited and almost static boxing game.
SP9	THE GHOST OF KITARO (JAP) *Bandai*	61%	Pretty, but odd scrolling, shoot-/beat-'em-up.
	GOAL (US) *Jaleco*	69%	Lots of detail, but the scrolling is too jerky.
SP6	GODS (US/UK) *Mindscape*	74%	Long-lasting platform shooter with added puzzles.
SP1	GOLDEN FIGHTER (JAP) *Culture Brain*	42%	Rubbish-looking, -playing and -sounding *SFII* rip-off.
SP13	GOOF TROOP (US) *Capcom*	69%	Puzzler starring Goofy which is fun for a while, but too easy.
SP10	GP-1 (US) *Atlus*	62%	Motorbike racing game which is nothing like the real thing.
	GPX CYBER FORMULA (JAP/US) *Takara*	70%	Average, but enjoyable, top-view racer with an anime bias.
	GRADIUS III (JAP/US) *Konami*	82%	The fab sound and lush graphics are marred by slow-down.
	GUNDAM F-91 (JAP) *Bandai*	?%	Strategy-based blaster. Impossible to judge.
SP4	GUNFORCE (JAP/US) *Irem*	59%	Platform blaster which is mediocre in all departments.
SP6	HARLEY'S HUMUNGOUS ADVENTURE (US/UK) *EA*	69%	Fairly imaginative platformer with sub-standard graphics.
	HAT TRICK HERO (JAP/US) *Taito*	66%	Fast football sim which is only any fun in two-player mode.
SP9	HIT THE ICE (US) *Taito*	58%	Ice hockey game with added brawling. A bit shallow.
	HOLE-IN-ONE GOLF (JAP/US) *HAL*	68%	User-friendly and nice-looking, if not very realistic.
SP3	HOME ALONE (JAP/US/UK) *THQ*	36%	Movie cash-in with banal gameplay and hopeless graphics.
SP3	HOME ALONE 2 (US/UK) *THQ*	32%	Much the same as above, but, er, worse.
SP1	HOOK (US/JAP) *Sony Imagesoft*	72%	Gorgeous-looking licence which is too slow and too easy.
SP7	HUNT FOR RED OCTOBER (US) *Hi Tech Expressions*	25%	Extremely repetitive, waterlogged shooter.
SP4	HUMAN GRAND PRIX (JAP) *Human*	82%	Fast and realistic racer, although the control system's odd.
SP18	HUMANS (UK) *Gametek*	70%	*Lemmings*-like puzzle game which gets boring fast.
	HYPERZONE (JAP/US) *HAL*	30%	Tedious 3D space shoot-'em-up with a bit of Mode 7.
SP6	IMPERIUM (JAP/US) *Vic Tokai*	40%	Sad, old-fashioned shoot-'em-up featuring robot suits.
SP13	THE INCREDIBLE CRASH DUMMIES (UK) *Acclaim*	41%	Unimpressive presentation and repetitive gameplay.
SP18	INSPECTOR GADGET (US) *Nintendo*	71%	Just another platform game.
SP10	INTERNATIONAL TENNIS TOUR (JAP) *Micro World*	69%	Plays a decent game of tennis, but other games are better.
SP3	THE IREM SKINS GAME (JAP/US/UK) *Irem*	83%	Golf game which looks nice but isn't particularly accurate.
	JACK NICKLAUS GOLF (US) *Tradewest*	62%	Ruined by slow scenery redraw and unfriendly controls.
SP5	JAKI CRUSH SUPER PINBALL (JAP) *Naxat*	74%	Pinball with a slow ball and a badly-designed table.
SP3	JAMES BOND JR (US/UK) *THQ*	29%	Platform blaster with poor graphics and crap gameplay.
SP11	JAMES POND'S CRAZY SPORTS (UK) *Storm*	53%	Good-looking collection of tedious 'sports'.
SP12	JAPANESE PRO WRESTLING (JAP) *Human*	78%	Four-player sim with a fair degree of realism.
SP7	JEOPARDY (US) *Gametek*	15%	Just as appalling as the original gameshow.
	JERRY BOY (JAP/US) *Sony Imagesoft*	54%	Well-designed main sprite but run-of-the-mill gameplay.
SP5	JIMMY CONNORS' TENNIS (US/UK) *Ubi Soft*	88%	Tennis with added four-player antics. Great fun.
SP1	JOE AND MAC (JAP/US/UK) *Data East/Elite*	72%	Colourful graphics, but repetitive music and gameplay.
	JOHN MADDEN FOOTBALL (JAP/US) *Electronic Arts*	79%	Fast enough, but the graphics are flat and jerky.
SP4	JOHN MADDEN FOOTBALL '93 (JAP/US/UK) *EA*	83%	Cosmetic improvements make this a much better game.
SP13	JURASSIC PARK (UK) *Ocean*	89%	Huge film-based explore-'em-up with lots to do.
	KA-BLOOEY (US) *Kemco*	48%	See *Bombuzal*.
SP11	KAWASAKI CARIBBEAN CHALLENGE (US) *Gametek*	20%	Crap motorbike-racing game with abysmal graphics.
SP12	KEVIN KEEGAN'S PLAYER MANAGER (UK) *Anco*	59%	Find out how dull football management really is.
SP3	KICK OFF (JAP/UK) *Anco/Imagineer*	52%	Very flawed, but reasonably playable with two people.
SP5	KIKIKAIKAI (JAP) *Natsume*	88%	Weird, but enjoyable, shoot-'em-up with superb graphics.
SP6	KING ARTHUR'S WORLD (US/UK) *Jaleco*	83%	Enjoyable mouse-based platformer with a medieval slant.
SP5	THE KING OF RALLY (JAP) *Meldac*	39%	Dull-looking 3D race-'em-up with a lack of opponents.
	KING OF THE MONSTERS (JAP/US) *Takara*	79%	Giant-sized beat-'em-up which is too dull to be fun.
SP17	KING OF THE MONSTERS 2 (JAP) *Takara*	74%	A silly combat game with only short-term entertainment.
	KITARO'S GHOST (JAP) *Bandai*	58%	Cute graphics, but the platform action is too hard.
	KOSHIYEN 2 (JAP) *KAC*	60%	Bog-standard baseball game with nice, Japanesey looks.
SP1	KRUSTY'S SUPER FUN HOUSE (US/UK) *Acclaim*	79%	Unusual blend of puzzling and platforms.
	KUNIO KEN (JAP) *Technos*	?%	Mix of beat-'em-up and adventure. Impossible to judge.
SP12	LAGOON (JAP/US/UK) *Kemco*	56%	Frustrating and rather dull role-player.
SP16	LAST ACTION HERO (UK) *Sony Imagesoft*	21%	A very poor scrolling beat-'em-up.
	LAST FIGHTER TWIN (JAP) *Banpresto*	59%	Side-on beat-'em-up with nice looks but limited gameplay.
SP13	LAMBORGHINI AMERICAN CHALLENGE (UK) *Titus*	73%	Neat racer with dull graphics and an odd difficulty curve.
SP15	THE LAWNMOWER MAN (UK) *Storm*	77%	Nice 3D sections mixed with some dull platform ones.
	LEGEND OF SUCCESS JOE (JAP) *KAC*	49%	Boxing game with basic graphics and not enough moves.
SP15	LEGEND OF MYSTICAL NINJA (JAP/US/UK) *Konami*	90%	RPG/platformer with fab graphics and a real challenge.
SP17	LEGEND OF MYSTICAL NINJA 2 (JAP) *Konami*	90%	A compelling and very entertaining sequel.
SP2	LEMMINGS (JAP/US/UK) *Sunsoft*	86%	One of the most ingenious and addictive games ever.
SP18	LESTER THE UNLIKELY (US) *Nintendo*	52%	A very mediocre platform game.
SP17	LETHAL ENFORCERS (UK) *Konami*	69%	An expensive, but very playable, shoot-'em-up.
SP6	LETHAL WEAPON (US/UK) *Ocean*	57%	Unadventurous platform shoot-'em-up.
SP8	THE LOST VIKINGS (US/UK) *Interplay*	84%	Well-designed mixture of strategy and platforms.
SP18	LUFIA & THE FORTRESS OF DOOM (US) *Taito*	79%	A decent enough RPG, but it's nothing special.
SP15	MACROSS (JAP) *Zamuse*	87%	Anime blaster with scrumptious looks and lots of variety.

	NAME, PUBLISHER	%	BRIEF DESCRIPTION
SP16	MADDEN NFL '94 (JAP) *Electronic Arts*	85%	An American football game that's worth buying.
	MAGICAL GUY ADVENTURE (JAP) *Bandai*	62%	Fun platformer with cute sprites and backdrops.
SP7	MAGIC SWORD (JAP/US/UK) *Capcom*	58%	Dreadful slash-'em-up with appalling animation.
SP3	MAJOR TITLE (JAP/US/UK) *Irem*	83%	See *The Irem Skins Game*.
SP13	MARIO & WARIO (JAP) *Nintendo*	70%	This mouse-driven puzzler is absorbing but too easy.
SP11	MARIO IS MISSING (UK) *Mindscape*	70%	'Edutainment' game aimed at younger players.
SP6	MARIO PAINT (JAP/US/UK) *Nintendo*	55%	Limited, crude art package – with no print option!
SP17	MARIO'S TIME MACHINE (UK) *Mindscape*	60%	An edutainment title, but it's repetitive and tedious.
SP14	MECAROBOT GOLF (US) *Toho*	37%	Idiosyncratic and dull golf game featuring robots.
SP9	MECH WARRIOR (JAP/US) *Activision*	63%	Armour-plated platform blaster lacking imagination.
SP17	MEGA MAN X (JAP) *Capcom*	88%	An innovative platformer with some smart graphics.
	METAL JACKET (JAP) *Atlus*	20%	Stilted animation and inept gameplay. Rubbish.
SP18	METAL MARINES (UK) *Mindscape*	80%	A good old smash-the-enemy-to-bits strategy game.
SP3	MICKEY'S MAGICAL QUEST(JAP/US/UK) *Capcom*	89%	Polished platformer with fab looks but no challenge.
SP13	MIGHT & MAGIC II (UK) *Elite*	43%	Tedious RPG with little depth or gameplay.
SP7	MONOPOLY (JAP/US) *Parker Brothers*	40%	Why bother when the board game's cheaper?
SP11	MORTAL KOMBAT (UK) *Acclaim*	81%	No gore and fewer moves, but still a great game.
SP13	MR NUTZ (UK) *Ocean*	86%	Cute 'n' colourful graphics and slick programming.
	MUSYA (JAP/US) *Datam*	24%	Don't be fooled by the nice backdrops – this is crap.
SP9	NAMCOT OPEN (JAP) *Namco*	80%	Nice golf sim with fast and efficient graphics.
	NBA ALL-STAR CHALLENGE (JAP/US) *LJN*	59%	Nicely presented and realistic basketball sim.
SP17	NBA JAM (US) *Acclaim*	87%	Multitap-compatible and brilliant fun with it.
SP16	NBA SHOWDOWN (US) *Electronic Arts*	89%	Plays a fast and satisfyingly violent game of basketball.
SP14	NFL FOOTBALL (US) *Konami*	76%	Lots of special effects, but a limited amount of control.
SP4	NHLPA HOCKEY (US/UK) *Electronic Arts*	87%	Nice ice hockey sim, although the graphics are jerky.
SP18	NHL STANLEY CUP (US) *Nintendo*	79%	The most exiting conversion of ice hockey available.
SP8	NIGEL MANSELL F1 CHALLENGE (JAP) *Infocom*	85%	Good, fast, high-quality racing action.
	NOLAN RYAN'S BASEBALL (JAP/US) *Romstar*	73%	A slick sim with slightly tricky controls.
	NORTH STAR KEN V (JAP) *Toei*	?%	Crap-looking RPG. Impossible to judge.
SP4	NORTH STAR KEN 6 (JAP) *Toei*	42%	*SFII* clone with huge sprites but little action.
SP1	ON THE BALL (US) *Taito*	52%	See *Cameltry*.
SP9	OPERATION LOGIC BOMB (US) *Jaleco*	68%	See *Fortress Of Fury*.
	OTHELLO WORLD (JAP) *Tsukuda*	52%	Plays a faithful game of *Othello*, but why bother?
SP8	OUTLANDER (US/UK) *Mindscape*	28%	Useless blaster with a bit of driving thrown in.
SP12	OUT TO LUNCH (UK) *Mindscape*	84%	Big, cute, cleverly animated and challenging.
SP16	PALADIN'S QUEST (US) *Enix*	62%	Not a bad little RPG, but buy *Secret Of Mana* instead.
SP2	PAPER BOY 2 (US/UK) *Mindscape*	22%	Deliver newspapers and avoid the obstacles!
SP7	PEBBLE BEACH GOLF LINKS (JAP/US/UK) *T&E*	82%	Fun and extremely accurate sim for up to three players.
SP5	PGA TOUR GOLF (JAP/US/UK) *Electronic Arts*	60%	Slick presentation but below-par playability.
SP1	PHALANX (JAP/US) *Kemco*	70%	Unremarkable scrolling shooter with nice graphics.
SP1	PILOT WINGS (JAP/US/UK) *Nintendo*	92%	Looks good and is a test of hand-eye co-ordination.
SP17	PINK GOES TO HOLLYWOOD (US) *Tecmagik*	76%	An enjoyable, but flawed, platformer.
SP18	PINBALL DREAMS (UK) *Gametek*	75%	A not-very-impressive pinball conversion.
SP2	PIPEDREAM (JAP) *Bullet-Proof Software*	66%	Well turned-out puzzle which gets boring fast.
SP4	PITFIGHTER (US/UK) *THQ*	14%	Laughably bad beat-'em-up 'action'.
SP14	PLOK! (US) *Tradewest*	90%	Cute platformer which is fun enough to stand out.
SP5	POCKY & ROCKY (US) *Natsume*	88%	See *Kikikaikai*.
SP8	POP'N TWINBEE (JAP/US/UK) *Konami*	84%	Ultra-cute blaster with rather weak gameplay.
SP2	POPULOUS (JAP/US/UK) *Imagineer*	85%	Great god-game which may get boring after a while.
SP4	POWER ATHLETE (JAP) *Kaneco*	49%	This beat-'em-up contains nothing special.
SP9	POWERMONGER (UK) *Imagineer*	77%	You'll need a lot of patience for this adventure.
SP4	POWER MOVES (US) *Kaneco*	49%	See *Power Athlete*.
SP13	PRIME GOAL (JAP) *Namco*	75%	A great game of soccer, spoilt by its lack of speed.
SP5	PRINCE OF PERSIA (JAP/US/UK) *Konami*	89%	Tough, pretty and wonderful to play. A classic.
SP6	PRO BASEBALL LEAGUE '93 (JAP) *Sony*	77%	Cute characters, slick animation and some neat extras.
SP7	PRO QUARTERBACK (US) *Tradewest Sports*	62%	Nice Mode 7 graphics, but very little else.
	PRO SOCCER (JAP) *Imagineer*	27%	Crude graphics and Graham Taylor-esque gameplay.
SP7	PSYCHO DREAM (JAP) *Riot*	33%	See *Dream Probe*.
SP3	PUSHOVER (US/UK) *Ocean*	78%	Basic domino-toppling puzzler. Short-term fun only.
SP3	Q*BERT 3 (JAP/US) *NTVIC*	67%	Nostalgia value alone isn't enough to make this fun.
SP3	RACE DRIVIN' (US/UK) *THQ*	35%	Badly programmed racer with nasty 3D graphics.
	RAIDEN DENSETSU (JAP) *Toei*	54%	This shooter is too slow to provide any excitement.
	RAIDEN TRAD (US) *Toei*	54%	See *Raiden Densetsu*.
SP18	RAINBOW BELL ADVENTURES (UK) *Konami*	70%	Cute, enjoyable and addictive platform game.
SP2	RAMPART (US) *Electronic Arts*	79%	Primitive-looking, but fun, puzzler. Great with two.
	RANMA 1/2 (JAP) *NCS Masiya*	75%	Neat anime beat-'em-up with mismatched characters.
SP6	RANMA 1/2 PART TWO (JAP) *NCS Masiya*	73%	Good-looking characters, but it's far too easy.
SP14	REDLINE F1 RACER (US) *Absolute*	49%	Okay graphics, but almost impossible to play.
SP12	THE REN & STIMPY SHOW: 'VEEDIOTS' (UK) *THQ*	47%	Nice graphics, dull gameplay and odd gags.
SP2	RIVAL TURF (JAP/US/UK) *Jaleco*	58%	Simultaneous two-player action, but repetitive baddies.
SP4	ROAD RIOT 4WD (US/UK) *THQ*	20%	This split-screen racer is primitive in every respect.

	NAME, PUBLISHER	%	BRIEF DESCRIPTION
SP4	ROAD RUNNER (JAP/US/UK) *Sunsoft*	42%	Faithful to the cartoon, but the gameplay is simplistic.
SP2	ROBOCOP 3 (US/UK) *Ocean*	50%	Far too difficult and often ridiculously unfair.
SP14	ROBOCOP VS TERMINATOR (UK) *Virgin*	27%	Apart from the graphics, this is shabby beyond belief.
	THE ROCKETEER (JAP/US) *IGS*	33%	Lovely graphics, but there's little audience participation.
SP12	ROCK 'N' ROLL RACING (UK) *Interplay*	88%	Very challenging and lots of fun to play.
SP12	ROCKY RODENT (JAP) *Irem*	50%	Dull game with no variety in graphics or gameplay.
	ROGER CLEMENS' MVP BASEBALL (US) *Acclaim*	73%	Great animation, but a few problems with the controls.
	ROMANCE OF THE 3 KINGDOMS II (JAP/US) *Koei*	55%	Complex, but not very interesting, strategy game.
	RPM RACING (JAP/US) *Interplay*	58%	Fun racer, although the scrolling's a bit rough.
SP16	R-TYPE III (JAP) *Irem*	83%	A polished shoot-'em-up with frantic action.
SP10	RUN SABER (US) *Atlus*	59%	Pretty backdrops but not much in the way of gameplay.
SP5	RUSHING BEAT RUN (JAP) *Jaleco*	60%	Beat-'em-up which is nice to look at but boring to play.
	SD DODGEBALL (JAP) *Banpresto*	42%	The worst of the series of dodgeball games.
	SD GREAT BATTLE (JAP) *Banpresto*	38%	Crusty arcade adventure with tedious gameplay.
SP9	SD GREAT BATTLE III (JAP) *Banpresto*	63%	Cute characters and nice graphics, but lacks depth.
	SD GUNDAM (JAP) *Bandai*	?%	RPG with crap graphics and sound. Impossible to judge.
SP15	SECRET OF MANA (US) *Squaresoft*	94%	Enormous four-player RPG which looks stunning.
SP15	SENSIBLE SOCCER (UK) *Sony Imagesoft*	91%	Utterly realistic sim with great playability. The best.
SP10	SEPTENTRION (JAP) *Human*	90%	Atmospheric and playable disaster movie-type game.
SP14	THE 7TH SAGA (US) *Enix*	69%	A run-of-the-mill RPG with little to recommend it.
SP10	SHADOWRUN (UK) *Data East*	85%	Scrupulously designed adventure, packed with puzzles.
SP9	SHANGHAI 2 (JAP/US) *Activision*	58%	Very basic puzzler that can become addictive.
	SIM ANT (JAP) *Imagineer*	?%	Like *Sim City*, but with ants. Impossible to judge.
SP1	SIM CITY (JAP/US/UK) *Maxis/Nintendo*	84%	Build the city of your dreams in this absorbing classic.
SP9	SIM EARTH (JAP/US) *Imagineer*	34%	This has too much to do and eventually gets tedious.
SP4	SKÜLJAGGER (US) *American Softworks*	58%	Lacklustre pirate adventure that's too easy.
SP14	SKY BLAZER (UK) *Sony*	78%	A pretty platformer, but too lightweight.
SP18	SOCCER KID (UK) *Ocean*	84%	An addictive platform game with a footballing twist.
SP18	SOLDIERS OF FORTUNE (US) *Spectrum HoloByte*	89%	A brilliant and challenging shoot-'em-up.
SP8	SOLSTICE II: EQUINOX (US/UK) *Sony Imagesoft*	90%	Polished adventure with brill graphics and sound.
SP2	SONIC BLAST MAN (JAP/US) *Taito*	69%	Scrolling beat-'em-up with limited longevity.
SP2	SOUL BLAZER (JAP/US) *Enix*	89%	Slick and graphically gorgeous *Zelda*-type adventure.
SP17	SPACE ACE (UK) *Empire*	58%	Awful sprites, awful gameplay, awful game.
	SPACE FOOTBALL (JAP/US) *Triffix*	52%	Short-term thrills only in this strange footy sim.
	SPACE MEGAFORCE (US) *Toho/Compile*	87%	Technically wonderful and great-playing shoot-'em-up.
	SPANKY'S QUEST (JAP/US) *Natsume*	58%	Bizarre affair involving killing baddies with bubbles.
SP3	SPIDERMAN & THE X-MEN (US/UK) *Acclaim*	72%	Unattractive-looking platformer that won't last.
SP2	SPINDIZZY WORLDS (JAP/US/UK) *ASCII*	69%	Clever little arcade puzzler, but it's looking dated now.
SP7	STARFOX (JAP/US)/STARWING (UK) *Nintendo*	93%	Absolutely brilliant 3D shoot-'em-up. Get it!
SP1	STREET FIGHTER II (JAP/US/UK) *Capcom*	94%	Your SNES is wasted if you haven't got this!
SP11	STREET FIGHTER II TURBO (JAP/US/UK) *Capcom*	96%	A faster, better-looking version of the original.
SP3	STRIKE GUNNER (JAP/US/UK) *Activision*	65%	Average vertical blaster with boring backgrounds.
SP10	STRIKER (UK) *Elite*	89%	Easy-to-play footy sim that's also easy on the eyes.
SP9	SUMO SPIRITS (JAP) *Takara*	47%	Fairly realistic, but who cares? It's sumo.
SP12	SUNSET RIDERS (UK) *Konami*	87%	Enjoyable two-player blast, but can get repetitive.
SP2	SUPER ADV ISLAND (JAP/US/UK) *Hudson Soft*	75%	Attractive backgrounds but simplistic platform gameplay.
SP12	SUPER AIR DIVER (UK) *Sunsoft*	51%	Looks good, but the gameplay's too insubstantial.
SP3	SUPER ALESTE (JAP/US/UK) *Toho/Compile*	87%	See *Space Megaforce*.
SP12	SUPER BACK TO THE FUTURE 2 (JAP) *Toshiba/EMI*	61%	Good graphics and sound, but awful controls.
	SUPER BASEBALL SIM 1000 (JAP/US) *Culture Brain*	49%	Good pitching and batting, but poor graphics.
	SUPER BASES LOADED (JAP/US) *Jaleco*	55%	Jerky graphics and limited gameplay.
	SUPER BASES LOADED II (JAP/US) *Jaleco*	63%	The same as above, but with, er, a II afterwards.
SP4	SUPER BASKETBALL (JAP/US/UK) *Nintendo/HAL*	84%	An accomplished and very playable game of basketball.
SP6	SUPER BATTER UP (US) *Namco*	53%	Uncontrollable baseball game with garish graphics.
	SUPER BATTLETANK (JAP/US/UK) *Absolute*	50%	Some good explosions, but generally boring.
SP7	SUPER BIKURI MAN (JAP) *Interbec*	18%	Ridiculously bad beat-'em-up which is far too easy.
	SUPER BIRDIE RUSH (JAP) *Data East*	76%	Cartoony golf game which could be more playable.
SP10	SUPER BLACK BASS (JAP) *Hot B*	42%	Fancy going fishing on your SNES? You're very sad.
SP9	SUPER BOMBERMAN (JAP/UK) *Hudson Soft*	92%	Brilliantly manic four-player maze game.
SP1	SUPER BOWLING (JAP/US) *Athena*	48%	Bowling's too boring to make a decent SNES game.
SP1	SUPER CASTLEVANIA IV (JAP/US/UK) *Konami*	91%	Huge, atmospheric platformer with great sound.
	SUPER CHINESE WORLD (JAP) *Culture Brain*	?%	Basic RPG. Impossible to judge.
SP9	SUPER CONFLICT (US) *Vic Tokai*	49%	Boring and outdated hex-based war game.
	SUPER CUP SOCCER (JAP) *Jaleco*	69%	See *Goal*.
SP3	SUPER DOUBLE DRAGON (JAP/US) *Technos*	68%	Large variety of moves, but it looks crap and is too easy.
	SUPER DUNKSHOT (JAP/US) *HAL*	84%	Slightly confusing sim with fabulous 3D graphics.
SP9	SUPER DUNKSTAR (JAP) *Sammy*	55%	Basketball sim which plays okay but looks primitive.
SP15	SUPER EMPIRE STRIKES BACK (JAP/UK) *LucasArts*	71%	Disappointingly unoriginal sequel with lots of slow-down.
	SUPER EDF (JAP/US) *Jaleco*	68%	Pretty shoot-'em-up with some boring gameplay.
SP1	SUPER F1 CIRCUS (JAP) *Nichibutsu*	74%	Ordinary-looking racer which is fast and feels good.
	SUPER F1 CIRCUS (JAP) *Nichibutsu*	74%	Limited-edition version with real Grand Prix names.

	NAME, PUBLISHER	%	BRIEF DESCRIPTION
SP13	SUPER F1 CIRCUS 2 (JAP) *Nichibutsu*	34%	The lack of other cars on the track makes this dull.
	SUPER F1 GRAND PRIX (JAP) *Video System*	44%	Unexciting racer with no two-player mode.
SP8	SUPER F1 HERO (JAP) *Varie*	49%	Racer with appalling graphics and no sense of speed.
SP11	SUPER FAMILY TENNIS (JAP) *Namcot*	83%	Polished four-player sim with limited controls.
	SUPER FIRE PRO WRESTLING (JAP) *Human*	56%	Dull-looking and too tough, but okay with two players.
SP7	SUPER FIRE PRO WRESTLING 2 (JAP) *Human*	72%	Crap on your own, great with a Multitap.
SP11	SUPER FORMATION SOCCER II (JAP) *Human*	70%	The four-player version of *Super Soccer*.
SP2	SUPER GHOULS 'N' GHOSTS (JAP/US/UK) *Capcom*	85%	Brilliant graphics (with slow-down), but it's frustrating.
SP11	SUPER HIGH IMPACT (JAP/US) *Acclaim*	74%	Stripped-down and enjoyable US footy game.
SP8	SUPER JAMES POND (US/UK) *Ocean*	79%	Lots of levels to keep you playing, but it's too juddery.
SP11	SUPER MARIO ALL STARS (JAP/US/UK) *Nintendo*	96%	Four brilliant *Mario* games on one huge cart!
SP1	SUPER MARIO KART (JAP/US/UK) *Nintendo*	93%	Four-games-in-one racer with great two-player mode.
SP2	SUPER MARIO WORLD (JAP/US/UK) *Nintendo*	94%	Repetitive backgrounds, but awesome challenge .
SP4	SUPER NBA BASKETBALL (JAP/US/UK) *Tecmo*	86%	Playable, accurate and comprehensive sim.
	SUPER NINJA (JAP) *Koei*	?%	RPG with ancient-looking graphics.
SP4	SUPER OFF ROAD (JAP/US/UK) *Tradewest*	63%	Limited overhead-view racer offering short-term fun.
SP14	SUPER OFF ROAD BAJA (US) *Tradewest*	69%	Fun for a while, but the lack of variety scuppers it.
SP1	SUPER PANG (JAP/US) *Capcom*	72%	Smart graphics, but really needs a two-player mode.
SP5	SUPER PARODIUS (JAP/UK) *Konami*	86%	Hilarious graphics make this a blast. Bit easy, though.
SP2	SUPER PLAY ACTION FOOTBALL (US) *Nintendo*	71%	Complex sim that is accurate rather than playable.
SP2	SUPER PROBOTECTOR (UK) *Konami*	90%	See *Contra 3*.
SP13	SUPER PUTTY (UK) *System 3*	84%	Fun, slick, and very weird, Amiga-derived platformer.
SP18	SUPER PUYO PUYO (JAP) *Banpresto*	91%	An addictive and completely brilliant puzzle game.
SP1	SUPER R-TYPE (JAP/US/UK) *Irem*	72%	Great-looking shooter which suffers from slow-down.
SP13	SUPER SLAP SHOT (US) *Virgin*	65%	Awkward-playing ice hockey sim with dodgy graphics.
SP1	SUPER SMASH TV (JAP/US/UK) *Acclaim*	84%	Frantic, ultra-violent blaster with hordes of baddies.
SP1	SUPER SOCCER (JAP/US/UK) *Human/Nintendo*	83%	Enjoyable, but flawed, sim with impressive graphics.
SP4	SUPER STAR WARS (JAP/US/UK) *JVC*	89%	Accurate, atmospheric and tough platform blaster.
SP8	SUPER STRIKE EAGLE (US/UK) *MicroProse*	61%	Disappointing flight sim with blocky graphics.
SP9	SUPER SUMO (JAP) *Namcot*	44%	Nice comedy graphics, but sumo is still dull.
SP6	SUPER SWIV (JAP/US/UK) *The Sales Curve*	82%	Slick two-player shooter. Good fun, if a little samey.
SP1	SUPER TENNIS (JAP/US/UK) *Tonkin House*	92%	Amazing range of shots and lots of tournaments too.
SP5	SUPER TETRIS 2 + BOMBLISS (JAP) *Bullet-Proof*	83%	A great conversion of the classic puzzler.
SP8	SUPER TOM & JERRY (US/UK) *High-Tech Expressions*	42%	Poor platformer with lots of slow-down.
SP10	SUPER TURRICAN (US/UK) *Seika*	80%	Fast, smooth shooter with some slick graphics.
	SUPER VALIS IV (JAP/US) *Telenet*	52%	Contrived, boring and linear platformer.
SP5	SUPER VOLLEY II (JAP) *Video System*	82%	Weird 2D volleyball sim with a wealth of moves.
	SUPER WAGAN ISLAND (JAP) *Namcot*	?%	Cute-looking, texty platformer. Impossible to judge.
SP12	SUPER WIDGET (US) *Atlus*	54%	Boring cartoon-derived platformer.
SP1	SUPER WWF (JAP/US/UK) *Acclaim*	74%	This would be fun if all the wrestlers weren't so similar.
SP5	SUZUKI AGURI F1 (JAP) *LOZC*	72%	Well-presented racer, but the corners appear too fast.
SP8	SYO THE SEAL (JAP) *Takara*	79%	A cute platformer, but it's sometimes a bit empty.
SP5	SYVALION (JAP/UK) *JVC*	46%	Maze-based scrolling shooter which lacks challenge.
SP9	TAZ-MANIA (US/UK) *THQ*	54%	Run along the road, and, er... That's about it, really.
SP7	TERMINATOR (US/UK) *Mindscape*	59%	Average, film-based blaster with dark graphics.
SP16	T2: THE ARCADE GAME (UK) *Acclaim*	71%	A smooth and addictive arcade game, but boring.
SP6	TEST DRIVE II: THE DUEL (US/UK) *Accolade*	58%	Racer which is difficult to control and not very exciting.
SP18	TETRIS BATTLE GAIDEN (JAP) *Bullet-Proof Software*	86%	A brilliant (and worthy) sequel to *Tetris*.
	THUNDER SPIRITS (JAP/US) *Toshiba EMI*	73%	Shoot-'em-up spoiled by slow-down.
SP14	TIME SLIP (UK) *Vic Tokai*	60%	Poorly executed platformer which is far too easy.
SP5	TINY TOONS (JAP/US/UK) *Konami*	89%	Lovable platformer with bags of variety and challenge.
	TKO BOXING (US) *Sofel*	38%	Well-presented sim with simplistic, boring gameplay.
SP3	TOP GEAR (JAP/US/UK) *Kemco*	76%	Lots of fast driving fun, but only with two players.
SP13	TOP GEAR 2 (UK) *Kemco*	74%	Nicely done, but offers nothing new.
SP14	TOTAL CARNAGE (UK) *THQ*	63%	*Smash TV* sequel which isn't as frantic as the original.
SP9	TOYS (US) *Absolute*	24%	Sad and boring film conversion with awful graphics.
SP11	TRODDLERS (UK) *Storm*	79%	Addictive puzzler with an unfriendly learning curve.
SP8	TUFF E NUFF (US) *Jaleco*	78%	See *Dead Dance*.
SP2	TURTLES IV: TURTLES IN TIME (JAP/US/UK) *Konami*	84%	Great-looking beat-'em-up which can get repetitive.
SP15	TURTLES: TOURNAMENT FIGHTERS (UK) *Konami*	90%	Great beat-'em-up with lots of fighters and locations.
SP8	2020 SUPER BASEBALL (JAP) *KAC*	85%	Fun two-player sim with the addition of robots.
	ULTIMATE FOOTBALL (JAP) *Sammy*	51%	Limited and technically unadventurous US footy sim.
	ULTRAMAN (JAP/US/UK) *Bandai*	35%	Ridiculous-looking beat-'em-up.
SP9	ULTRASEVEN (JAP) *Bandai*	45%	*Godzilla*-type beat-'em-up which is funny but tacky.
SP7	UNCHARTED WATERS (JAP/US) *Koei*	37%	Incredibly boring naval strategy game.
SP1	UN SQUADRON (US/UK) *Capcom*	91%	See *Area 88*.
SP8	USA ICE HOCKEY (JAP) *Jaleco*	60%	Looks nice, but the slow-down makes it unplayable.
SP7	USHIO AND TORA (JAP) *Yutaka*	35%	Poor scrolling cut-'em-up with only two moves.
SP14	UTOPIA (US) *Jaleco*	86%	Absorbing *Sim City*-type affair with lots of depth.
SP2	VANNA WHITE'S WHEEL OF FORTUNE (US) *Gametek*	19%	A *gameshow* conversion? Oh dear.
SP13	VIRTUAL SOCCER (UK) *Hudson Soft*	87%	An excellent game of footy, but can get frustrating.

	NAME, PUBLISHER	%	BRIEF DESCRIPTION
SP4	VOLLEYBALL TWIN (JAP) *Tonkin House*	76%	Plays solidly, but slow scrolling makes it frustrating.
	WAIALAE COUNTRY CLUB (JAP/US) *T&E Soft*	82%	Accurately depicted golf sim based on a real course.
SP7	WARPSPEED (US/UK) *Accolade*	32%	Very dated and crudely presented space shooter.
SP9	WAYNE'S WORLD (UK) *THQ*	26%	Awful platformer. The joke isn't funny any more.
SP5	WING COMMANDER (US) *Mindscape*	60%	Average conversion of overrated 3D space shooter.
SP13	WING COMMANDER: SECRET MISSIONS (UK) *Mindscape*	64%	A few extra bits, but not enough to make it fab.
SP2	WINGS II (JAP/US)/BLAZING SKIES (UK) *Namco*	71%	Impressive-looking WWI flying sim/shoot-'em-up.
SP17	WOLFENSTEIN 3D (UK) *Imagineer*	78%	A blocky, 3D blaster that's actually quite fun.
SP6	WORDTRIS (US) *Spectrum Holobyte*	40%	*Tetris*, but with letters. Needs luck rather than skill.
SP6	WORLD CLASS RUGBY (JAP/UK) *Imagineer*	74%	*Kick Off* with odd-shaped balls and stop-go gameplay.
SP14	WORLD HEROES (US) *Sunsoft*	77%	Not bad with two players, but something's missing.
	WORLD LEAGUE BASKETBALL (UK) *HAL*	84%	See *Super Dunkshot*.
	WORLD LEAGUE SOCCER (US) *Imagineer*	27%	See *Pro Soccer*.
SP10	WWF ROYAL RUMBLE (UK) *LJN/Acclaim*	79%	Flawed in one-player mode, but great fun with a mate.
SP14	WORLD SOCCER (UK) *Electro Brain*	29%	Confusing and shabby sim with a surfeit of Mode 7.
	XAK (JAP) *Sunsoft*	?%	Overhead-view RPG. Impossible to judge.
SP1	XANDRA'S BIG ADVENTURE (JAP) *Namcot*	85%	Tough platformer with versatile controls.
	XARDION (JAP/US) *Asmik*	26%	Platform shooter with crap graphics and sad gameplay.
SP6	X-ZONE (US) *Kemco*	55%	Another tedious Super Scope game.
SP11	YOSHI'S COOKIE (JAP) *Bullet-Proof Software*	76%	Fun *Tetris* clone with biccies instead of blocks.
SP12	YOSHI'S SAFARI (JAP) *Nintendo*	69%	At last, a decent Super Scope game. Bit easy, though.
SP16	YOUNG MERLIN (UK) *Virgin*	77%	A cute, colourful and enjoyable puzzle adventure.
	Y'S III (JAP/US) *Tonkin House*	72%	Fun RPG viewed from the side, but it's not very big.
	ZAN II (JAP) *Wolf Team*	?%	Incomprehensible strategy game. Impossible to judge.
SP2	ZELDA: LINK TO THE PAST (JAP/US/UK) *Nintendo*	93%	The definitive adventure game. Brilliantly designed.
SP12	ZOMBIES ATE MY NEIGHBORS (US/UK) *Konami*	89%	Innovative, funny shoot-'em-up with lots of monsters.
SP16	ZOOL (UK) *Gremlin*	65%	Nice graphics and stomping music, but average overall.

The SUPER PLAY CLASSIC Collection

Multitap games come under the *Super Play* microscope this month. So sit back and enjoy these three great four-frienders...

SUPER BOMBERMAN

This is one-player *Bomberman*, which isn't nearly as much fun as bombing around with three friends.

The self-styled king of the 'tap, *Bomberman* sees you and your joypad-holding posse in a maze, trying to outwit and blow up the others. This is achieved by dropping bombs with a set fuse-time, so that they explode when another player is close enough to be harmed by the blast.

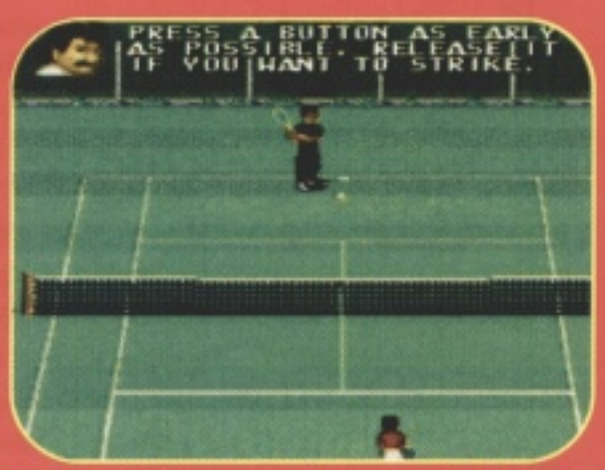
Matters are complicated by the fact that you must drop bombs to clear large portions of the maze to get close to your foes. While you do this, you try and grab any collectibles you can find, too.

Four players can take part, each starting from their own corner of the screen (apart from a couple of mazes in which they all start off in the middle), and the fight continues until only one player's little astronaut character is left standing.

The beauty of the game is that if you team up with any of the other players, you give yourself (and them) a huge advantage. It's the perfect way of having a great time with your mates, whilst getting in your fair share of split-second-perfect adrenaline-crazed gaming fun at the same time.

SCORE 92%

JIMMY CONNERS TENNIS



Master the controls, plug in a Multitap and you have a really great game of tennis.

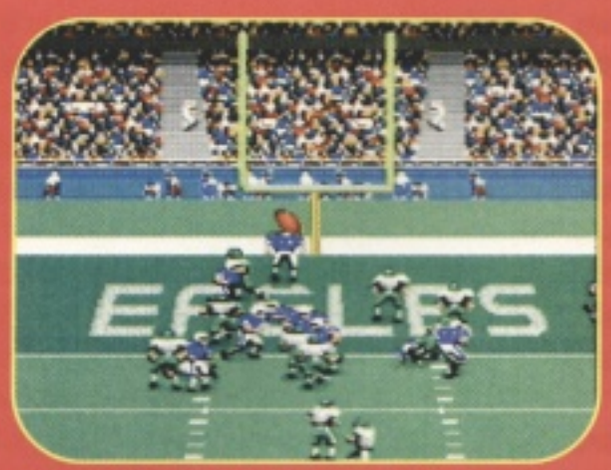
Playing doubles tennis is great fun with a Multitap. Both players on each side want to win the match so much that they virtually trip over each other struggling for the ball.

And if you make a mistake, you must be prepared for a torrent of abuse from your partner, as well as feeling disgusted with yourself. When your side is playing well, though, and you're both staying on the correct side of the court and sharing the glory equally, you get a rather pleasant sense of well-being, and you wholeheartedly congratulate your chum and team-mate for every shot they don't make a total dogs dinner of.

There are a great many shots to master first, and *Jimmy Connors' Pro Tennis Tour* is certainly subtle and deep enough to reward all those patient hours of practice. This practice is worth it, because the next time you play with three other humans, you'll be much better and they will all want to be on your side. Such adulation cannot be bought. Such adulation can only be earned.

SCORE 88%

JOHN MADDEN '94



If you like American football, then you'll love this. It's the game played at its best.

The *Madden* series of American football games has always been well-regarded. But with the advent of the cunningly titled *'94* version, a major step forward was taken by Electronic Arts.

For starters, the game features 80 'real' teams, there are 72 new offensive plays, dozens of new defenses and even, if you can understand them, a set of audible calls you can define yourself.

The action is fast, furious and realistic, and there's one of the smartest instant replay options ever seen in any game, whereby you can target any player on the pitch and watch the replay with him centred firmly in the screen, from any angle and at any speed. It's better than the stuff on the telly.

Oh, and then there's the Multitap option. Here you can play with up to five humans (four on the Multitap and one plugged into the SNES). These can be on one team, in different positions, or any combination can be on opposing sides, so four could play one, three could play two and so on. The multi-player option works marvellously with *Madden '94*.

SCORE 85%

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● SNES for sale, two games (*Mario* and *F-Zero*), one joypad. Good condition. £100 ono. Tel: (0623) 554940.

● UK SNES with two joypads and 10 games, including: *Starfox, Mario All Stars*, Scope 6 and convertor. Sell for £325 ono. Tel: (0423) 322995.

● SNES (US SCART), two pads, adaptor, *SFII Turbo, Mario All Stars, Cybernator* and *Zelda III*. Eight months guarantee left. Postage available. Accept £250. Tel: (081) 462 8986.

● US SNES (SCART) boxed as new, power supply, SCART lead, two controllers, convertor, *All Stars, Mario Kart* and five other games. All US. £250 ono. Tel: (0704) 542451.

● SNES with *Mario All Stars, SFII Turbo*, Pro universal adaptor, Scope and six games. £135 or swap for Neo Geo. Tel: (0948) 880551.

● SNES for sale, with seven games including *Flashback* and *Striker*. Also includes Pro universal adaptor. Sell for £290 ono. Tel: (081) 851 1436.

● SNES, *SFII, Starwing, Ranma 1/2, Actraiser*, convertor, two controllers. All for £140. Tel: Michael (0932) 862443, after 6pm.

● US SCART SNES, two control pads, six games including *Mario All Stars* and *Starfox*, Action Replay cart. All boxed. £210 ono. Tel: (0708) 743178.

● UK SNES for sale, two control pads, one standard, one ProPad, five games including *Starwing* and *Pop'n Twinbee*. Six months old and boxed with all different magazines, mostly SP. Will sell for only £160. Tel: Lee (0792) 775458.

● SNES for sale with two controllers and convertor, plus seven games: *SFII, Mario Kart, Cool Spot, Zelda, Aladdin* and more. £230 ono. Tel: (081) 519 2071.

● UK SNES, games include: *Bomberman* and Multitap, *Starwing, Road Runner*, two controllers, plus joystick and convertor, for a pitiful £250 ono. Tel: (0923) 222135.

● UK SNES, two joypads, boxed with six games including: *Super Star Wars, Tazmania, Smash TV, F-Zero, Kick Off* and *Mario World*. £150 the lot. Tel: Justin (081) 462 9419.

● For sale: UK SNES with seven games, two controllers, convertor and loads of mags. All for £250. Also Game Gear with four games, Master Gear and AC adaptor. £60. Tel: (081) 908 3264, after 6pm.

● UK SNES, two controllers, nine games, adaptor and Multitap. All games over 90%: *Starfox, Alien³, Mario Kart, Star Wars, Bomberman*, etc. £275 ono. Tel: (0227) 830437.

● SNES with nine super games: *SMK, SMW, Bomberman, SFII Turbo, Nigel Mansell*, hard carry case, four joysticks. Six months old. Worth over £550, sell for £400. Fully boxed, very good condition. Tel: (0929) 554538.

● Boxed SNES and six great games including: *Star Wars* and *Ghouls 'n' Ghosts*. Sell for £215. Tel: Gerard (0648) 50109, 5pm-9pm.

● SNES, *SFII Turbo*, one controller and arcade system, 10 month warranty, unwanted gift. Cost £140, sell for £99.99 (used twice). Tel: (0239) 831732.

● UK SNES for sale, three joypads, seven games including: *Mario All Stars, Mario World, Flashback, SFII* and *Zelda*. Buy now, receive free Barcode Battler. Sell for £230 ono. Tel: (0602) 216465.

● SNES and one controller with arcade control deck. Only £70 ono. Must collect. Tel: Iqbal (071) 247 3785, after 6pm.

● UK SNES, superb condition, two pads, all leads. Boxed. Comes with six games: *Aladdin, Mario World, Super Smash TV, Mario Kart, John Madden '93* and *Star Wars*. £200. Tel: (0422) 883257.

● UK SNES, one standard pad, one SN ProPad, three games: *Mario Kart, Super Soccer, Super Probotector*. With Scope (six games). Only five months old. With *SP* mags. Only £210. Tel: Olly (081) 891 6811.

● For sale: SNES with Scope, four games (Inc *SFII Turbo*) and one joypad. £200, or swap for Amiga 600 with games and joysticks. Tel: (0203) 602614.

● SNES and two joypads, Multitap, *Mortal Kombat, SFII Turbo, Bomberman, Jimmy Connors Tennis, Nigel Mansell F1, WWF, Starwing*. All together £340, or buy separately. Tel: Robert (0253) 795732.

GAMES FOR SALE

● *SFII* (US) £27, *Bulls vs Blazers* (UK) £25, *Star Wars* (JAP) £27, *Prince Of Persia* (US) £25, or swap for other good games. Tel: John (0488) 71614.

● SNES: *Super Mario Paint* cartridge, mouse, board and instructions. £39. Tel: (031) 660 6404.

● *SFII* (US) £15, *Contra 3* (US) £28, *Cybernator* (UK) £25. Tel: (0602) 373200, after 4pm.

● Good value games for sale. *F-Zero, SFII, Super Tennis*, all UK £25 or offers. *Mickey's Magical Quest* (US) £13. Tel: (0273) 589242.

● I am selling my *Cool Spot* game for £20. I need money. Tel: Terry (071) 790 5986.

● *Super Bomberman* £20, *Mario All Stars* £35. Tel: (0789) 298282.

● *Starwing* (UK) for sale £30. Tel: (081) 462 5787.

● US SNES game *Secret Of Mana* £35. Tel: (0442) 69378.

● *Zombies* (US) £30, *SFII Turbo* (UK) £40, *Starwing* (UK) £30, *Aladdin* (UK) £30. Tel: (0462) 686373.

● SNES games for sale: *Cybernator* £20, *Pugsley's* £20. Both in good condition and boxed. Tel: (0753) 642737.

● *Street Fighter II* (UK) £27. Good condition, boxed. Tel: Karl (021) 783 7627.

● *Super Probotector* (UK) for sale, £25 ono. Boxed and in excellent condition. Tel: (051) 334 9401.

● SNES *Tiny Toons* (UK) for sale, £26. Tel: (081) 546 1610, after 6pm.

● SNES, Mega Drive and Mega CD games for sale. I have lots of titles. I will swap games as well. Telephone for more details. Tel: (091) 417 7756.

● SNES games for sale or swap, including *Starfox* and many more. Tel: Chris (0462) 679649.

● PC Engine games for sale. *Gunhed* £20, *PC Kid 2* £20, *Twinbee* £25, *Bomberman '93* £25, PC Kid 3 £25. Tel: (0628) 20158.

● US SNES games for sale. *Mystical Ninja* £30, *Street Fighter II* £35, *Axelay* £30, *Lemmings* £25, or £110 for the lot. (Cheshire). Tel: (0928) 787139.

● *Samurai Showdown*, Neo Geo, £125 ono. Consider swap for *Viewpoint* or *Fatal Fury Special*. Tel: (0782) 267387.

● Yo! For sale, SNES games, all boxed. *SFII* (US) £25, *Jurassic Park* (UK) £30, *Starwing* (UK) £25, *Mystical Ninja* (US) £25, *Madden '93* (US) £25, *Shadowrun* (UK) £30 and *Mortal Kombat* £30. Tel: James (081) 444 7034, after 6pm.

● *SFII* for sale with manual but unboxed, £25.30. Tel: (0580) 850407.

● SNES games for sale: *Pushover, Super Castlevania IV, Pilot Wings*. All UK, boxed, with instructions. £30 each. Tel: (03224) 45494.

● Games for sale including: *SFII Turbo, Mortal Kombat* and *Ranma 1/2*. All UK. Tel: Richard (081) 857 4505.

● *Tiny Toons* (US) £25, *Prince Of Persia* (US) £23, *Tazmania* (US) £18. Or swap any game for *NBA Basketball* or any other good game. Tel: (081) 427 8015, after 5pm.

● SNES games £30 each: *Aladdin, Batman, Tiny Toons, Star Wars, Desert Strike, Castlevania, Actraiser* and others. Barking area. Tel: (081) 591 6317, 6pm-7pm.

● *Super Play* issues 1-16, immaculate, £25 the lot. Plus *Cybernator* (US) £30. Altogether £50. I'm in Crystal Palace. Tel: (081) 768 0076.

● Look! Super Nintendo and BBC A3000 games for sale. BBC A3000 games from £5-£15. SNES games from £20-£30. Tel: Simon (0654) 791671, after 4pm.

● UK carts for sale. *Super Bomberman* £25, *Jurassic Park* £35, *Axelay* (no box) £20, *SFII Turbo* in metal case £40. Tel: (0935) 25974.

● SNES *Star Wars, Addams Family, Smash TV, Super Bases Loaded, Super Play Action Football*. £115 the lot + many, many more... Tel: Mat (0850) 122325/(021) 742 8759.

● UK games: *Starwing, R Rumble, Alien³*, £25 each. *F-Zero, Sim City, Spiderman, SFII, Another World*, £20 each. Or swap any for *Mario Kart, Jimmy Connors* or several anime videos. Tel: Richard (0684) 310369.

● UK SNES: *Zombies* £30, *Starwing* £20, *Star Wars* £20, *Mario Kart* £20, *Probotector* £20, *Street Fighter II* plus exclusive CD £30. All in very good condition and boxed. Tel: (0372) 467145.

● I have three SNES games for sale: *Mickey Mouse* (JAP) £30, Star Wars (JAP) £30, *Bart's Nightmare* (US) £25. Or all three for £80. All in mint condition. Tel: Gavin (07083) 40054.

● GB games for sale: *Duck Tales* £15, *Castlevania II* £15, *Paperboy 2* £10. Also a few others. Mint condition. Tel: Chris (081) 423 0607, after 6pm.
● *Final Fight* (JAP), *Prince Of Persia* (JAP), £20. *Mickey's Magical Quest* (UK), *Mario All Stars* (UK), *John Madden '93* (UK), £25. All include p&p. Tel: (0505) 683507, after 6pm.
● *Super Probotector, Tiny Toons, Another World, Addams Family, Pugsley's Scavenger Hunt*. £30 each or two for £50. Croydon area. Tel: Mark (081) 656 0726.
● *Street Fighter II* (US) £35, in mint condition. Also *Fatal Fury* (US) £35, also mint condition. Super FX adaptor £10. Tel: (0206) 549875, after 6.30pm.
● All UK games: *Starfox* £18, (not boxed), *Zelda III* £25, *Super Bomberman* £30, *Super Star Wars* £28. Last three games are boxed. Tel: Paul (081) 341 0761, after 6pm.
● SNES *Street Fighter II* pack with three months warranty. Very good condition, all boxed with instructions. £80 ono. Tel: (0328) 862076.
● SNES games: *F-Zero, Hole In One Golf* (US), £20, *Super Probotector* £25, *Desert Strike* (US), *Prince Of Persia* (US), £30. Boxed, instructions, very good condition. Tel: Robin (0532) 668578.
● *Turtles Tournament Fighters* (new) £45, *Zombies* £37, *Probotector* £28. All UK, mint condition. Tel: (0476) 593019, after 5pm.
● Watcha! I have for immediate sale: *SFII* £15 (without book), *Axelay* (JAP, box and box). I will swap as well. Tel: (081) 843 2435.
● *Desert Strike, Starwing, SFII, Batman Returns*, £30 each. *Turtles In Time* £28. No offers. Rochdale area. Tel: (0706) 861422.
● *Super Mario All Stars, Super Mario Kart* for sale or swap. £25 and £35 wanted. Or swap for *Equinox, Zelda III* or *Ninja*. Will also buy the above. Tel: (0532) 863137.
● 11 games including: *Cybernator, SFII, Shadowrun, Super Mario All Stars, Final Fantasy II*, Pro Action Replay and SN Program Pad, £20-£25 each. Tel: Steven (0942) 818784.
● *Clayfighter, Jurassic Park, Aladdin* (all US). Brand new. £25 each. Believe it or not, I bought it for the wrong system. Tel: (0438) 365251.
● *Populous* (US), boxed, instructions only, £20. Bargain. Or will swap for any decent UK game. Also *SFII Turbo* for sale, £30. Tel: Nathan (0400) 261665.
● I will sell *Super Probotector* (UK) for £25 with box and instructions. Will also swap. All SNES games considered. Prefer if you can collect in London area. Tel: Ben (081) 205 5843.
● SNES games for sale. *Street Fighter II Turbo* (US) £35, *Bubsy The Bobcat* (US) £30. Both come with adaptors. *Pebble Beach Golf* (UK) £27. Offers invited. Tel: (0932) 843146.
● For sale: UK SNES *Sim City* (PAL). Boxed with instructions, £20. No offers. Buyer must collect. West Sussex area. Tel: James (0243) 514083.
● Action Replay for sale, excellent condition, six months use. Boxed with instructions. Want £30. Tel: (0444) 484382.
● Magazines for sale including: *Total!, NMS, Super Pro, GamesMaster*. 50 in all, £2 each or £50 the lot. Tel: (0638) 662638, after 3.20pm.
● *Mario All Stars* (US) £30, *Turbo* (US) £40, *Turbo* convertor, £15 or everything for £75. Also other cheap games for sale. All items are fully boxed as new. Tel: (081) 427 8015, after 6pm.
● For sale: *Dragon's Lair, Jimmy Connors, Mario World, Madden '93* and *Starwing*. All UK. All £30 ono. All boxed with booklets. For sale, or I will swap. Tel: (0531) 822489, weekdays only.
● *Zombies* (UK) £35, *Secret Of Mana* £45, *Thunder Spirits* (JAP) £17, universal convertor £10, *F-Zero* £20. Tel: (0602) 790522.
● SNES games for sale, *Mr Nutz* £45, *Nigel Mansell* £40, *UN Squadron* £25. Fully boxed plus instructions. Tel: (081) 660 0200.
● As new: *Starwing* and *Jurassic Park*, £30 each. Also (without boxes) *SFII* £25, *Desert Strike* £25, *Zelda* £25, *Castlevania* £20, *Mario* £20, *F-Zero* £20, *Super Soccer* £20. Tel: (0494) 537096.
● For sale: *UN Squadron* £25, *Desert Strike* £25 and *Out To Lunch* £25. Tel: Jason (0673) 858382, after 6pm.
● Nine games for sale for the SNES, including *Ranma 1/2* (UK), *Fatal Fury* (JAP) and *Starwing* (UK). Only £150 ono. Tel: Daz (0742) 461953.
● US Mega Drive games for sale: *Muhammed Ali's Boxing* £18, *Flashback* (SCART) £20, *Lightning Force* (*Thunder Force 4*) (SCART) £20, *Streets Of Rage 2* (SCART) £20. All as new. Tel: (0602) 612713, after 6pm.
● *Super Goal 2* (football) for SNES. Not yet released in UK, as seen on *GamesMaster*. £40 or swap for *Mario All Stars*. Tel: (0532) 744953.

WANTED

● I want *Royal Rumble* for my UK version of *Ranma 1/2*. Tel: (Nottingham) 413620.
● Games wanted. Will pay from £10 to £30, or will consider exchange. Tel: (0702) 333449.
● Wanted: *Terminator 2: The Arcade Game*, US or UK version. Tel: Alan (0203) 333334.
● Wanted: *Legend Of The Mystical Ninja* (US version only). Pay up to £30 or part exchange for anime/manga titles. Tel: Adrian (081) 863 8202.
● Wanted: *King Of The Monsters* (US) and universal convertor. Will pay up to £30. Tel: (0580) 850407.
● Any football games. *Sim City, Theme Park*. Tel: Terry (0543) 274161.
● Wanted: JAP or US *Pilot Wings*, will pay £20. Tel: Simon Chan (051) 424 0216.
● Wanted: *Secrets Of The Game Zelda III* book, in good condition. Will pay up to £5. Tel: (0357) 22211.
● Jackie Chan *City Hunter, Winners And Sinners, Half A Loaf Of Kung Fu*. Prefer subtitled films. Sheffield area. Tel: (0742) 701757.
● Wanted: *SFII Turbo, WWFII, Jurassic Park*. Will pay £20 (UK). Also *Striker, Mortal Kombat*, will pay £15 (UK). Tel: Ian (0532) 822437.
● *Soul Blazer* wanted. Cash waiting, or will swap. Tel: Nathan (0742) 848325, after 4pm.
● Wanted: *Aladdin* for UK SNES. Must be boxed. Tel: (0235) 765910.
● Anime fan wishes to contact other fans to otakunise the world. Domo Arigato Gozaimasu. Tel: Martin (0603) 55114.

MESSAGES AND EVENTS

● Over 70 SNES mags for sale (inc issues 1 and 3 of *Super Play*). All worth over £140. Plus tips books for £50. Buyer must collect. Tel: (041) 427 2128, after 6pm.
● I would like to be informed of the whereabouts of a *Samurai Showdown* coin-op near me please. Tel: (0892) 662605.
● 100+ mags for sale. All excellent condition, ie *NMS, Super Play, SNES Force, Super Pro, Zone, Total!, CVG, Super Action* and more. £40. Tel: (081) 593 0495.
● I'm interested in buying any *Ranma 1/2* merchandise or comics (*Part One* and *Part Two*, issues 1-6) at a reasonable price. Tel: Ben (0303) 83335.
● Chinese Jackie Chan films wanted. Swap for *City Hunter, Police Story 2, Dragon Ball Z* and manga videos. Tel: (0234) 841858.
● For sale: issue 1 of *Super Play* £3, or issue 3 for £5. Both in perfect condition. Tel: Ming (0604) 411224.
● Manga videos for sale: *Akira, Venus Wars, Odin, Ultraman* (*Alien Invasion Part 1*), £6.50 each or £25 the lot. Tel: (081) 426 9817.
● 57 great games mags for sale: UK and US, Sega and Nintendo mainly. All for a measly £35 ono. Go on, live the dream. Tel: (0482) 215309.

FANZINES

● For the best in Nintendo, Sega and Amiga tips, cheats and player's guides, buy *Get Yer Tips Out*. It's only £1! Tel: (0270) 60223.
● Great new fanzine for sale, normally £1 (inc p&p), but only 50p for first issue. You can get it weekly, fortnightly or monthly. Tel: Owen (0297) 22817.
● Urgent! I want every single *Mario Kart* fan to phone me. Tel: Barry (0322) 336303.
● Great new 30-page fanzine, *Super Famicom Format*. For latest issue telephone. Tel: Lee (0532) 520499.

SWAPS

● I will swap my UK *Super Castlevania IV* for your UK *Royal Rumble*. Tel: Peter (0856) 78231.
● I will swap my *Mario All Stars* or *Jurassic Park* for your *Turtles Tournament Fighters*. Tel: (0942) 512609.
● Swap my *SFII Turbo* (UK) and *J Madden '93* or *World League Basketball* for your *Bomberman* and Multitap. Tel: Kevin (0324) 25761.
● Swap my *Jurassic Park* or *Ghouls 'n' Ghosts* for your *Alien*³, *Magical Quest, Tiny Toons, Zombies* or *Sim City* (all UK). Tel: Roly (081) 3999111.
● I will swap my *Super Star Wars* for *Striker* or any other good game, or *Loony Tunes*. Tel: (0865) 718356.
● Swap US *Super Mario Land* with manual for US *Pilot Wings* or *F1 Exhaust Heat 2* or Multitap. Tel: (0427) 677056.
● Swap *SFII* for *Clayfighter* or *Turtles Tournament Fighters*. My game has no box. Tel: Mark (0555) 750082.
● I will swap *Super Mario 4* for *Bart's Nightmare, Spiderman & The X-Men* or *Aladdin*. Tel: Neil (0648) 42196.
● I will swap my *Super Tennis* for *F-Zero* or any other good racing game. Must be UK. Tel: (0379) 740083.
● I will swap my *Alien*³ for *Shadowrun* or *Actraiser*. Box and instructions included. Tel: (061) 424 7728.
● Swap my UK *Spiderman & The X-Men* or *Axelay* for any decent titles: *Zelda III, Super Star Wars, Actraiser* etc. Tel: (Eire) (049) 47158.
● I will swap *Street Fighter II* (no box or instructions) for any good game, especially *Sim City*. Tel: (081) 693 2486.
● I will swap my Game Gear with adaptor, rechargeable batteries and six games (all fully boxed with instructions) for an Amiga 600. Or will sell for £150 ono. Must be in Glasgow area. Tel: (0698) 886295.
● Swap my *SFII, Mickey Mouse, Top Gear, Mario Paint* for your *SFII Turbo, Mario All Stars, SMW, Bomberman, Zombies* or a good basketball game, or others. Tel: Tom (0643) 862065.
● Oi! Listen up, *SFII* (UK), *Lemmings* (UK), *Buster Busts Loose* (UK), *Aguri Suzuki F1 Super Driving* (JAP) to swap. Offers. Tel: (081) 568 5712.
● Swap my SNES and four games: *Mario All Stars, SFII Turbo, Super Tennis* and *Zombies Ate My Neighbors*, convertor and two joypads for Amiga 1200. Tel: (0709) 580445.
● I will swap my *Flashback* for *Turtles In Time* (UK). Also *Zombies* for sale £35. Tel: (0959) 570465.
● Swap my *Starwing* or *Mario All Stars* for your *Zombies, Twinbee* or *Cybernator*. All titles must be UK – mine are. Tel: (0382) 534921.
● Swap *Zelda III, Desert Strike, Bart's Nightmare, Cybernator*. Swap for *NHLPA Hockey*. Tel: (0779) 71549.
● Swap Sega Master System with four games and joystick for one or two SNES games (JAP/US/UK). Or will sell for £60-£70. Tel: (0296) 625043.
● Swap my *Mario All Stars* (insts but no box) for *Striker* or *Virtual Soccer*, or sell for £28. (Other footy games considered.) Tel: (081) 689 5408.
● Swap boxed SNES with 12 games, plus Pro Action Replay with boxed Mega Drive and 10 games. I want IBM PC 368 or 486 or Amiga 4000. Tel: Ricky (081) 368 7486.
● Swap my *SFII Turbo, T Tournament Fighters, R 'n' R Racing* for your *Flashback, Cool Spot, Batman Returns*. My games are US and need convertor. Tel: Jim (0227) 793570, after 6.30pm.
● I have *Mario 4, Batman Returns, Tiny Toons*. Swap for *Mortal Kombat, Zombies Ate My Neighbors, Rock 'n' Roll Racing* (UK/US). Tel: (0738) 39822, after 6pm.
● Swap my *Turtles IV, Desert Strike* and *Gods*, all US in good condition, for any good driving games or *Cybernator, Aero The Acrobat, Cool Spot*. Tel: (0474) 358190.
● I want your *Sensible Soccer* or *Jurassic Park*. Swap for *Super R-Type* + £10. Tel: (0934) 712502, after 6pm.
● Swap *Soul Blazer* (US), *Arthur's World* (UK), Scope and six games for *Bomberman, Mario World* or *Alien*³. Free adaptor if needed. Tel: Roger (0522) 542685, after 5.30pm.
● Hey! Psst! Over here! SCART, JAP, Sega Mega Drive with 10 games and joystick, including leads and pads. Tel: (081) 555 3755.
● Will swap *Desert Strike, UN Squadron* or *Out To Lunch* for *Pilot Wings, Super Bomberman* or any good game. Tel: Jason (0673) 858382.
● Swap my *Phalanx* (JAP), *Cybernator* (UK), *Desert Strike* (US), *Super Aleste* (UK). Anything considered. Must collect. Tel: Mark (021) 743 3773, after 6pm.
● Swap *SFII* (UK) for *Striker, Sim City* or *Super Star Wars*. Must be UK with instructions at least. Tel: William (081) 346 5408.
● I want your *Zelda/Secret Of Mana*. I will swap either for my unboxed *SFII* and my C64, with two sticks and 60 games. Tel: Stu (0761) 416782.
● Swap my *Mortal Kombat* (US), brand new, for your *Striker, Clayfighter*. Also *Axelay* (US) for *King Arthur's World* or *Bomberman*. Tel: (0703) 615417.
● Swap *UN Squadron* or *Rival Turf* for *Sim City* or *NHLPA Hockey*. Tel: Terry (0543) 274161.
● SNES games for sale: *Mortal Kombat* £40 ono, *Striker* £35 ono, *Super Star Wars* (JAP) £30 ono. All mint condition. Or swap. Tel: Stu (061) 793 6428, after 4pm.
● I have UK *Starwing* to swap for *Mario Kart*. Others considered. Tel: Geoff (0923) 210698.
● Three for two! *Star Wars, SFII* and *Tiny Toons* (US) for any two of the following: *Super Tennis, Sunset Riders, Sensible Soccer, Turtles Tournament Fighters* or *Rock 'n' Roll Racing* (US/UK). Tel: Stuart (081) 570 3097.
● Swap *Mortal Kombat* (US), brand new, for your *Striker, Pro League '93, Rock 'n' Roll Racing* or *Starwing*. Must be US/UK versions. Tel: (0703) 615417.
● Swap my *Smash TV* (UK) for either *Desert Strike, Jurassic Park, Solstice II: Equinox, Alien*³ or *Super Bomberman*. Must be UK and in excellent condition. Tel: (081) 789 0351, evenings.
● Sell or swap *Batman Returns* (US) £27, *Fatal Fury* (US) £27, Action Replay Mk1 £20, FX games convertor £10. Wanted: *Royal Rumble, Cybernator, Spiderman & The X-Men, Super Star Wars* or any decent game. No JAP. Tel: (0924) 379823, 7pm-9pm.
● Swap my *Flashback* for *SFII Turbo* (US/UK) or swap *Addams Family 1* and *Super R-Type* for *Zombies Ate My Neighbors* or *Secret Of Mana*. Tel: (0484) 843812.
● For sale: Action Replay £20, no box, no instructions, or swap for any (JAP/US/UK) decent game. Tel: Jim (0227) 793570, after 6.30pm.
● Swap my *Super R-Type* (UK) for *Super Soccer* (UK), *Super SWIV* (UK) or *NHLPA* (UK). Exeter area. Tel: (0395) 270276.
● Will swap *Super SWIV* (UK) for *Kevin Keegan, Sim City, Nigel Mansell, Super Putty* or *Tiny Toons* (all UK). Or will sell for £20. Tel: Nick (081) 866 6535.
● Swap: SNES (UK) *SFII, Starwing, Super Mario Kart* for *Desert Strike, Turtles Tournament Fighters, Prince Of Persia, Flashback* or *Alien*³. Tel: (0780) 410366, after 5pm.
● I will swap my *Axelay, Super Soccer* and *Desert Strike* for *Actraiser, Super Star Wars, Plok!* or *Ranma 1/2*. Tel: (0736) 752021.
● Swap (US) *Starfox, SFII, MM Magical Quest, Zelda III, Castlevania IV, Sim City, Contra 3* (all boxed with instructions), for (US) *Mortal Kombat, Final Fight 2, Jurassic Park, Final Fantasy 2* or any other good games. Tel: (Norway) (010) 47 380 43193.
● I will swap my *Super Tennis* (UK) or *Mario 4* (UK) for *F-Zero* (UK) or SNE& Game Genie (UK) or *Addams Family* (UK). Tel: Daniel (0246) 453321.
● For sale: SNES with two pads and six good games. £195 or swap for similar Mega Drive 2 package. Tel: (0756) 790508.
● Swap *Tecmo NBA, Dungeon Master, King Arthur's World, Mystical Ninja*, plus others for *Mortal Kombat, Bomberman, UN Squadron, Legends Of The Ring* or any good games. Tel: (0793) 813479.

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(SUPER PLAY 19)

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SUBSC

FINISH HIM!

Tigers are supposed to be good at fighting, they're wild animals for heaven's sake. So it wasn't unreasonable to suggest that Neko should do something violently confrontational this month.

But things started to go wrong for the tiger-like cartoon character when he donned his karate pyjamas and challenged the first person he found. Er, which was Goro.

It's quite simple. Either you subscribe to Britain's biggest-selling, brightest SNES mag or Goro gets to do over Neko. And let's be honest, we can't see Neko standing much of a chance when Goro's big, strong arms grab each of his limbs and pull in opposing directions.

But how, you're asking, can this mindless slaughter be stopped? Surely something can be done? The answer is yes; something *can* be done. You can subscribe to *Super Play*. In fact, by subscribing, not only do you spare Neko's life, and avoid finding out what his insides look like, you save money on a year's worth of *Super Play*. Yes, keep five pounds securely in your pocket, fill out the direct debit form and sit back, knowing that you need never venture outside to get *Super Play* for the next year. Every issue, packed with nutritious info on the world of the Super Nintendo, will be delivered by a specially-trained postman, bearing a smile as wide as the Mississippi.

You'll also receive an editor's letter, written with care, precision and good-humour by James, which contains extra news, competitions and fun, and isn't available to the mere mortals who are forced to scurry like rats to the shops to buy their copies of *Super Play*, whilst getting soaked, and running the risk of the shop selling out.

The upshot is, get a subscription. It's the best way to enjoy *Super Play*. If you don't, Neko will get torn into pieces smaller than confetti, then sprinkled on Goro's spaghetti, like tiger-flavoured parmesan.

RIBE!

Super Play
Subscribing is the best option.

Take out a subscription to *Super Play*, or Goro will take out Neko...

No! Please don't let that nasty bully Goro knock the stuffing out of Neko. I'm subscribing right now.

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Return this coupon, together with a cheque if applicable, in an envelope to: *Super Play*, Future Publishing Ltd, FREEPOST, Somerton, Somerset TA11 7BR. (You won't need a stamp.) Or phone (0458) 74011.

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NEXT MONTH IN SUPER PLAY

SUPER PLAY

ISSUE 20
will coagulate on the shelves of the universe's shops on
Thursday, 5 MAY
If you miss it, questions about your negligence will be asked in The House.

Clayfighter is 'shaping up' to be a very big-selling game. It's funny, it's a fighting game and it boasts 'loads of mind-boggling hidden moves and combinations.' As well as having the largest on-screen characters ever seen in a SNES game, amusingly enough. Of course, these moves and combos can't remain hidden for long – not with *Super Play* around, anyway. So we strip off the clay-like exterior of the game and drag out the bizarre depths of gameplay which lurk beneath.

TIPPED TO PIECES

CHEAP CARTRIDGES FOR EVERYONE!

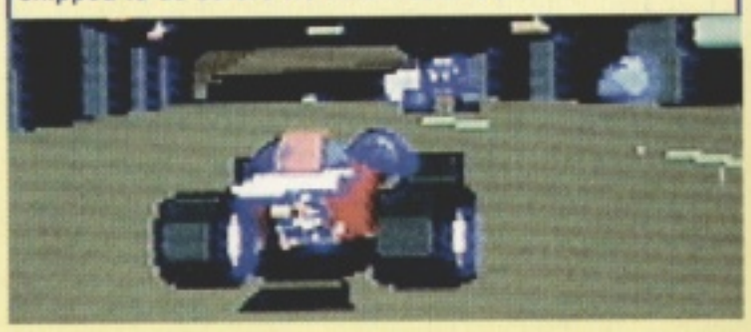
Great games are reduced in price all the time. Why? Because they're getting on a bit. So what titles are available to those who want storming gameplay and graphics, but who aren't willing to part with £50 or more? Next month we investigate the realms of reduced-price software.

REVIEWS

We'll be having lots of these. But the vagaries of the SNES market are such that it's difficult to know which carts will actually turn up. So here, for your viewing pleasure, are a few of the games which our eagle-eyed staff are currently stalking.

● **YOGI BEAR** We're dead sure about this 'un. It's extremely likely that we'll be getting our grubby mitts on it. No doubt about that. The office will presumably be resounding to cries of 'Hey, Boo-boo' and, er, 'I didn't do it, Officer Dibble'. Or whatever.

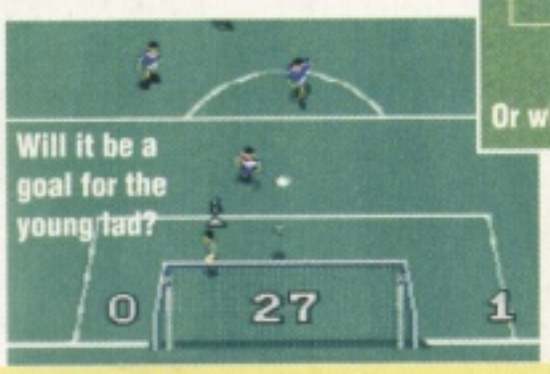
● **STUNT RACE FX** Just another excuse to print a picture of this much-awaited game, actually. Still, you never know; our sources at Argonaut might be able to rush it through final testing, duplicate it and get it shipped to us before we finish issue 20...



● **HAMMERIN' HARRY** Stand back for an assault by crack RSPCA troops, as the wild, hammer-swinging Harry is unleashed on an anonymous Japanese city. But it's much more fun watching our hero hurling his hammer towards construction-workers and grannies.

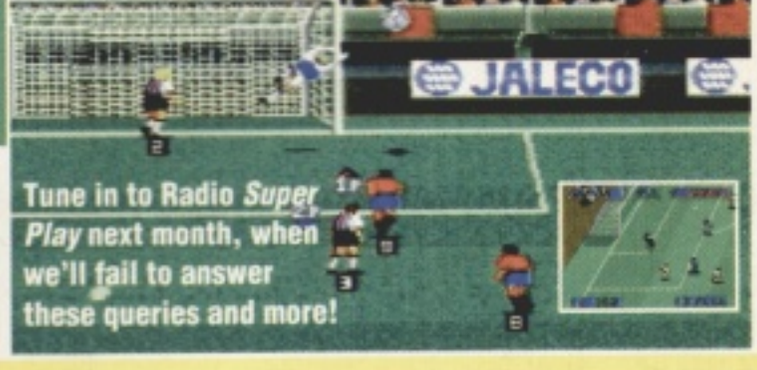
FOOTBALL!

World Cup fever is encircling the globe, and not only will we be cheering England on*, we'll be covering all the football games that you can play on the Super Nintendo. Some are great and others just grate. We'll sort them out, don't you worry about that.



Or will the old man score?

And what's that star for?



Tune in to Radio *Super Play* next month, when we'll fail to answer these queries and more!

* Oh, yeah. Thanks Graham.

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Dear newsagent, please reserve/deliver* my copy of *Super Play* for/to me every month. Cheers!

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THE SUPER QUIZ ANSWERS

A strangely unpalatable selection of answers these. Some are precise and to the point, whereas others might have been wrong – if we hadn't bothered to check 'em.

EASY
1) Shigeru. (Or Shigs to Gamefreak.)
2) Only 8! Can you believe that?
3) Cecil.

MEDIUM
1) Pegasus Boots.
2) In *Teenage Mutant Ninja Turtles: Tournament Fighters.*
3) Crusader Video.

HARD
1) Yuzo Takada.
2) A rabbit (from *Tetris Battle Gaiden*).
3) The Preacher.

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MORE ENERGY
MORE LEVELS
MORE POWER
MORE LIVES

INFINITE GAME BUSTING CODES

Just imagine, infinite lives, unlimited energy, special effects, extra fuel/ammo or play on any level. Become invincible with the Action Replay MK 2 Cartridge for your SUPER NES™ Console.

SPECIAL FX SYSTEM

ACTION REPLAY MK 2

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FOR THE SUPER NES™

Pro UNIVERSAL ADAPTOR ONLY £14.99

The Universal Adaptor feature of Action Replay 2 is available seperately! With the NEW Pro Universal Adaptor you can now choose from the huge range of US & Japanese software and play it on your UK SUPER NES Console... even so called "NTSC only" games from the US!!!!

NEW

MEGA CHEAT INPUT SCREEN

Now you can input upto 100 different cheats on any game at one time. This new feature allows you to customise your games with as many cheats as you like - all at once. Imagine - infinite lives, unlimited energy, special moves super high jumps, double speed, unlimited weapons, infinite re-tries, custom colours, special magic etc. etc. - all at once! Well now you can with the new Mega Cheat System.

NEW

ADVANCED CHEATFINDER

Action Replay has always allowed you to input not only the thousands of cheats found in the cheatbook supplied or from the huge number of cheats published in magazines each month - but the feature that has always put Action Replay ahead of any other cheat system is its unique game trainer (cheatfinder) feature. Now the game trainer is even better with improved game cracking routines plus new menu systems which make cracking open your games now even easier.

NEW

UNIVERSAL CHEAT SYSTEM

Only with Action Replay can you use the same cheat on UK, US, and Japanese versions of most games. So if you see a cheat in the Manual or a Magazine you can use it with even an imported version of that game. No other cheat system can do this!

NEW

UNIVERSAL ADAPTOR FEATURE

Action Replays unique adaptor feature which allows you to play even import titles on your console has also been improved. Now with the use of new custom chips you can also play so called "NTSC only" games from the US and Japan.

NEW

NEW SLO MO FEATURE

With this unique feature you have total control of the speed of the whole game. You choose from about 50% to full speed very effective with most games.

★ IMPORTANT
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0782 745990 for the SUPER NES™
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NEW

"DEAD CODE" GENERATOR

"Dead Codes" are super cheats which effectively enable you to re-write whole sections of the game giving total control. No other product features "DEAD CODES".

NO NEED TO WAIT

So remember because Action Replay has both a **Universal Adaptor** and a **Universal Cheat System** you can buy the latest releases even as import and crack them wide open -NOW!!

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CAN YOU TACKLE THE BIG ONE?

FIFA

FIFA INTERNATIONAL SOCCER

FIFA International Soccer brings you the full-throated big-match atmosphere, compulsive gameplay and in depth strategy for the ultimate soccer sim.

Select from 30 national sides and face up to 8 opponents in a gruelling league show-down. The speed's scorching, the action flowing - pushing the award-winning game to its limits with a netfull of new features.

The enhanced EA SPORTS StadiumSound™ with its multiplexed stereo sound reproduction will suck you into the 3-D action as you control your eleven with every trick in the book, from acrobatic overheads to diving headers.

To win, you'll need a head for tactics, a nose for strategic substitutions and a lethal left thumb.

FIFA International Soccer. If it's in the GAME, it's in the GAME.

if it's in the GAME, it's in the GAME™

NEW FEATURES FOR THE SNES

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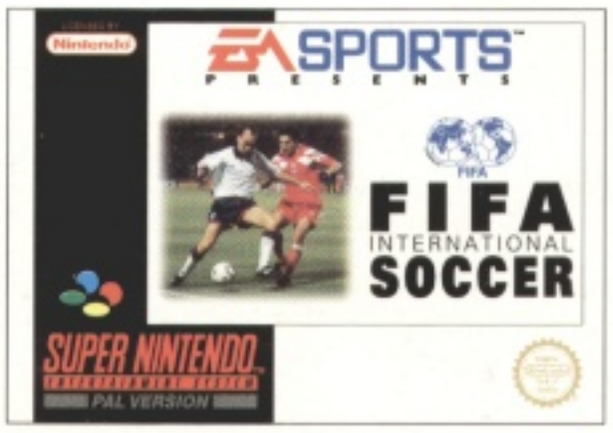

EA SPORTS™

ocean

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